

SEEKONK SPEEDWAY 2009 GENERAL RULES & PROCEDURES

GENERAL STATEMENT: The rules and regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum requirements for such 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 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. 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.

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, 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, this license is only allowed to be utilized for three (3) events. Fee is non-applicable to annual license.

1.0 POINT SYSTEM

Points will be awarded to the car owner and driver for heat races and feature events. To be eligible for points, car and driver must start in said events. Only regularly scheduled races will count for points. Special events may not, unless otherwise noted by the Race Director. In case of ties, ties will be broken by using the greatest number of 1st place finishes. If a tie still exists, 2nd, 3rds, etc. will be considered, until the tie is broken. Point-fund distribution will be made at the end of the season to the top ten car owners and drivers of each division.

1. Points will be given in heat races and main feature events.
2. Points will not be given in consi-qualifiers.

Pro Stocks, Late Models, Street Stocks and Seekonk Sport Trucks will use their best 18 race finishes from the season to determine the final point standings.

HEAT POINTS. 15 to win – Drops one point per position.

FEATURE POINTS. 60 – 55 – 52 – 49 – 46 – 43 – 40 – 37 – 34 – 32 – 30 – 28 – 26 – 24 – 22 – 20
18 – 16 – 14 – 12 – 10 – 8 – 6 – 4 – 2 – Two points to every position past 25th.

2.0 HANDICAPPED POINTS

Handicapped points are given to the car and driver for qualifying and feature events the same as in the point system. Handicapped points are used to assign positions in qualifying and feature races, starting the lowest at the front and highest to the rear. Handicap points accumulated at each race event are used to establish a running average for each car and driver, only up to the last three races are used for this average. Additional points are added to the handicapping system when reasons listed below follow. Any car/driver that misses an event will be credited with 75 handicapped points for that given night. Any car disqualification will receive handicapped points of 15 for heat/consi. 60 for features or combination when rules violation can be proven for both events. When there is a driver change, handicapping will be according to whichever is greater, the car or driver points. At any time during the season track management may deem necessary to start any competitor toward the rear of the field for rough riding or technical issues or If, in their opinion, a car is not competitive on a given night based on lap times and handling problems.

HEAT RACES (QUALIFIERS): All competitors must run in a heat or consolation race to qualify in their feature except, if there are less than 24 cars (street stocks 26) and a competitor has reported a mechanical problem and this is verified by a technical inspector. The competitor would then start at the rear of the field for the feature. If there are more than the listed number of cars then the said car

must run in their heat or consolation race to compete in the feature.

The finish in the heat race qualifiers will determine which cars will advance to the feature and the remaining cars will be lined up in their finishing order for a consolation race. The number of qualified cars will be determined by the number of cars entered for said event and be posted with the line ups. Feature winners may not start any closer than the third (3) starting row and the past feature winner will start in the last qualified position unless they do not qualify in the heat race. Special rules may be applied to championship races.

CONSOLATION RACES: *The consolation race will be run if car count is over 24 cars (street stocks 26) If not these 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 if there is only one car over required count.*

PROCEDURE FOR START OF SEASON

For the first week of the season line ups are determined by listed formats.

Pro stocks: Time trial for heats, feature will be inverted; number of invert will be determined by draw. This may be changed by Race Director.

*Late Models, Street Stocks and Trucks: Heats determined by draw, top four positions in each heat must have lap times taken in practices that meet a determined *base line. If a car is moved due to a low lap time all cars will move up in position and said car will start 5th. Features will be inverted, number of invert will be determined by draw after qualifying races.*

**Base line is a lap time formulated by each driver's best time taken, the highest and lowest times are dropped from each practice, 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 both cars. The car must be present to be signed in. If said car does not arrive, you may and driver. be handicapped with (2) feature wins.

All cars must be signed in 45 MINUTES before the first scheduled qualifying event. Cars signed in after this time can be assigned to the tail end of a qualifying heat at the Handicapper's discretion. If two (2) cars are brought in by any team they must decide which will be their primary car before it is signed in. The second car must have a different number to remain in the pit area. Numbers may not be switched at any time while on the track grounds. Once a driver has signed up under one car, he will not be allowed to drive another car unless the first becomes disabled and unable to run. He may attempt re-qualifying in the consi.

ROOKIE PROCEDURES: *Rookie rules apply to all divisions. To be considered as a rookie in your division for "Rookie of the Year Awards" you must not have competed in more than three (3) feature events in this or a higher division. Drivers must register with Handicapper to be in contention. A horizontal yellow stripe must be placed on the rear bumper to identify rookies in each division.*

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 in to 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. If the driver does not obey the black flag directive, the driver may then be informed that scoring of this car has been discontinued until further notice.

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. 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 back 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 over taken 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. NO vehicles may push start any car in the pit area.

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, Track Crew and Officials should be given room to do their job safely! Cars compromising the safety may receive penalties! The Starter, when ready, will indicate to drivers to CROSS OVER for a restart.

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 in the rear of the field. Any driver of a car involved in an accident not needing medical attention should remain with his car until it is removed from the track.

5.4 Any driver or owner refusing to obey the starter while on the track shall be disqualified from that race and face a suspension or both.

5.5 The Race Director shall be the final authority on whether a car is considered to have been involved in an accident.

5.6 No one is allowed in the infield without permission. 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 even if they do not complete any laps, if no laps are completed the finishing position will be determined by the starting position in relation to other cars

that did not complete the first official lap. Any car not on the track ready to participate when the cars start the pace laps will not be permitted to enter the race at anytime and will not be eligible for a finishing position or points for that race. Cars that have entered onto the track before the pace laps will be permitted to enter the race at anytime after the pace laps start, if possible. If a car is able to enter the race after the starting flag (green) is displayed, they may only enter under the direction from track personal to insure a safe entrance into the race. Cars leaving the track before the pace laps must start at the rear of the field.

6.2 ALTERNATE CARS: Alternate cars will be displayed on the blackboard below the starting lineup. If the original car scheduled to start the race does not take his or her position in the field prior to the start of the pace laps, the first alternate must enter before the pace laps start, 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 shall not be scored for that lap.

6.4 STARTS: The flagman will control all starts. The two lead qualifiers may not start the race till the green flag is waved. In all races the number one and two qualifiers must maintain a steady pace side by side both cars must start the race when given the green flag by the starter. The starter will give one warning on any false start directed to the number one and/or two qualifiers if one or both qualifiers create another false start they will be pulled from their starting position and moved to the rear of the field. 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 per car passed at the next caution or at race end.

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 wave 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. No one is allowed in the infield without permission. ONLY Track Officials are allowed in tunnel areas.

6.7 TWO CAUTION RULE: Any driver that causes two yellow flags per event, for any reason, will be blacked flag from the event and relegated to the pits. Cars stopping to avoid an accident or cars that get spun out by another car are not required to leave the track after two cautions. The Race Director makes the final determination regarding this rule.

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 anytime 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 one spot by crossing over one.

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 Starter may choose to go to single file restart as conditions determined and will remain single file for the remainder of the event.*

6.12 MISSING PARTS: *All race cars/ trucks must start a race event with all body parts intact. Only if after an accident body parts 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.*

6.13 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.*

7.0 PROTESTS AND INSPECTIONS

7.1 *The Race Director, Pit Steward, or Chief Tech Official has full authority at the track to order a car or cars inspected to check for possible rule infractions. All cars are subject to random inspections at any time by Tech Officials. The Race Director will review all applications for protest and have final ruling in all said matters. If the Race Director deems necessary, an appeal will be brought before the Contest Board for review. In the event of a refusal to comply with protest, said car will be considered illegal.*

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 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. (excluding Crate engines)*

4) *Crate Engine protest see Race Director.*

5) *SYRA visual inspection \$50 dollars, removal or disassembly \$75 dollars plus cost of any seals removed to be replaced if legal.*

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 date.

Any illegal parts may be confiscated!

For handicapping purposes points will be given for each disqualification to the car and driver.

7.5 *A car owner or driver may protest a race by posting a protest fee of five hundred (\$500) 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 officials after review. The protest fee may be forfeited or returned to the protester at the discretion of the Race Director.*

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

7.7 *All cars must be inspected prior to the start of racing season. After preview inspection, cars will display a seal indicating initial compliance. Infractions of tech rules not noted on an initial inspection do not preclude subsequent inspection and disqualification due to a tech infraction.*

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 until they have passed through the tech area first. 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 Race Directors 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 Tech Official, 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 Tech Official 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 has not been corrected the competitor may not compete in any future 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 circumstances.

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 each heat and if qualified behind all qualified cars in feature.

The following guidelines will be used:

Speeding in the Pit Area

- A - One event probation*
- B - \$ 50 fine and probation*
- C - \$ 100 fine and / probation and loss of points that night.*

Rough Riding or Excessive Contact

- A - Repositioning to rear of field*
- B - DQ from that race*
- C - DQ from that race plus \$100 fine*

Intentional Contact after Race Completion or Under Caution

- A - One event probation*
- B - DQ from race event and a 2-race suspension.*
- C - DQ from race event and suspension for the remainder of the season and loss of all accumulated points.*

Unsportsmanlike Conduct or Endangering Safety of Others

- A - \$100 fine and DQ from race.*

B - \$200 fine, DQ race and 1 race suspension

C - DQ from race event and suspension for the remainder of the season and loss of all accumulated points.

Intentional Stopping of a Race Event (Intentional Yellow)

Exited from race event and positioned to rear of field.

B. Any person who permits an unlicensed person to drive a car on ANY race day will receive a fine of at least \$100 dollars.

C. Any competitor who signs the release sheet for anyone else shall receive a fine of at least \$100 and suspension from the pits for the remainder of the season.

D. Any competitor who assaults or threatens to do bodily harm to any Official or person serving under an official's direction shall receive a suspension or expulsion and a fine of at least \$250.

E. Any competitor 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 \$500, and suspension for one (1) year (12 months) and loss of all accumulated points.

F. Any competitor or any team member thereof who participates in or incites any fight in the pits, track, or on the race premises at any time shall receive:

1st offense - \$200 fine and 2 race suspension

2nd offense - \$400 fine and 3 race suspension

3rd offense - suspension for one (1) year (12 months)

G. Any competitor 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 and/or loss of all accumulated points.

9.0 GENERAL RULES AND REGULATIONS

Seekonk Speedway is private property. Any person on this property, without permission of the Seekonk Speedway owners or 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.

9.1 The driver shall be the sole spokesman for the race team in any and all matters pertaining to the event. The driver must inform the Speedway Officials of his or her designee, who shall have the sole right to represent the driver while the driver is in actual competition or should the driver be incapacitated. Credentials must be carried by all persons entering the pit area. The owner assumes all responsibility for the actions of his/her team.

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 Pit Steward and enter a complaint.

9.3 Age limits: All drivers and crew members, Minimum age 15 yrs old.

SYRA division ages: 10 to 18 yrs old.

Pro Stock division, driver must show to have racing experience that is acceptable to the Speedway Management. Any driver or crew member between 15 to 17 yrs old 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.

9.4 Any drivers participating in qualifying or feature events must be a registered driver at Seekonk Speedway. Failure to notify the Handicapper of any driver change will result in car suspension for one race plus loss of money and points for that night. Repeat offenses will be reviewed by the Racing Director and treated accordingly.

9.5 Registered drivers may compete in any Seekonk division on Saturdays. Drivers must be registered and licensed in each division they compete in.

9.6 When a registered car is sold, the new owner must file for a new registration and number. Car numbers may not be switched at the track for any race event.

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 car will be considered a no-show (No attendance) and be given handicap points.

9.8 Once the Handicapper makes the lineups and the car numbers appear on the blackboard, all cars must run in that event. If you are having trouble with your car, notify the Handicapper and this will enable him to assign you to a later heat.

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.

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

9.11 Participants are responsible for removal of their used tires. Only tires sold and dismantled at the track may be left for disposal. Tires must be discarded at tire storage area.

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

9.13 A meet shall be considered complete if the first four events are completed.

9.14 No For-Sale signs will be allowed on any cars participating in any feature events.

9.15 COOLING SYSTEMS: Antifreeze or coolant additives of any type are not permitted in any division competing at Seekonk Speedway. Only water or distilled water 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

1. There will be no speeding in the tunnels or pit area.

2. No cars are allowed to perform circular burn outs anywhere on the race track, infield or pit area at any time. This is for safety.

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

4. No riding of bicycles or any other transportation vehicle in the pit area without permission from the Pit Steward.

5. All competitors must use a safety helmet with a SNELL RATING OF SA2000 or higher. No "M" (motorcycle) helmets. All drivers must wear S.F.I. approved fire resistant SUITS, 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 covering shoulders and entire torso at all times in pit area. The car owner and driver are solely responsible for the installation of seat belts in accordance with the manufacturer's specifications.

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

7. It is illegal to soak or treat tires and that said soaking or treatment of racing tires is against EPA regulations and further contains 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. Washing of tires with soap and water is permissible.

8. 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 surfaces 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 #7 in any division at Seekonk Speedway, the driver and car will be suspended for 2 race dates. The driver will also incur a fine of \$500 dollars per each tire found in violation as well as loss of all accumulated points. On a second occurrence, said car and 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.

9. Traction control devices are prohibited. Weight shifting devices will be considered as traction control. If a traction control device is detected, the driver and car will be suspended for 2 race dates, fined \$500 dollars and loss of all accumulated points. On a second occurrence, said car and 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.

These occurrences are cumulative throughout your racing career at Seekonk Speedway. Meaning they stay with the driver and owner for as long as they race at Seekonk Speedway.

12. CRATE ENGINE RULES AND PENALTIES

GM engines P/N 88958602, 88958603 and 88958604 are the only eligible engines for use at Seekonk Speedway, other engines may be added by speedway management. All rules, as outlined in each division under Carte Engines, must be followed to be deemed legal for use. Crate engines may use external rev-limiters. Recommend maximum 6200 RPM for Pro Stock & Late model engines. Street Stock Spec engine maximum 5500 RPM.

A. The GM crate engines that are eligible for use must be part of the Crate engine program at Seekonk Speedway. All Crate engines must have Seekonk Speedway engine seals. Unless there is a temporary agreement from Seekonk Speedway, the said car may not compete. No engines can be tampered with in anyway to change or alter any of the specifications as listed in the GM Service and Parts manuals unless specified by Seekonk Speedway. No seals attached to the engines may be tampered with or removed for any reason. The track reserves the right to inspect any Crate engine at any time.

B. If during technical inspection, a racer's Crate engine is found to have been altered, tampered with, opened, resealed, or wrong for any reason whatsoever, 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 the next 2 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 the next 2 races are rained out, driver will remain suspended until 2 separate nights 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 car & driver and a fine of \$5,000 dollars.

ADDITIONALLY, each time a crate engine has been found illegal the engine must be returned to the tracks designated engine builder and have engine repaired, re-inspected and tested at owners cost. These Infractions are cumulative throughout your racing career at Seekonk Speedway. Meaning they stay with the driver and owner for as long as they race at Seekonk Speedway.

D. If a carburetor does not pass technical inspection after any race, the racer will be disqualified for that night and forfeits all points and prize money. The carburetor will be confiscated by the track and will not be returned. A \$500.00 fine will be levied. The racer will not be allowed to race until the fine has been paid and a new carburetor has passed technical inspection.

E. Carburetor Claim/Exchange. Any racer that finishes in the Top 5 will have the option to claim another competitor's carburetor that finished in the Top 5 during the same race. The claim fee is \$200.00. Both carburetors must pass technical inspection before exchanging. If a claim exchange is approved, both carburetors must be left at the track and at the next race, the Track Officials will ensure that the carburetors are put on and run. The Track reserves the right to deny any request for Claim/Exchange.

Additionally, the owner of the claimed carburetor may opt to have the claimer buy his carburetor for a fee of \$500.00. (This forfeits the \$200.00 Claim Fee & the driver of the claimed carburetor will not receive the other's carburetor.) The Track reserves the right to deny any request for a Claim. Seekonk Speedway reserves the right to an exchange at any time during the night with any competitor. This will be a straight exchange with no money switching hands.

F. There will be no claim or claim/exchange on the Crate engines by competitors. The track has the right to pull an engine and check it at any time. If it is wrong, the above penalties will apply. If it is right, the Track will return the engine in a timely manner. The track reserves the right to impound anyone's car or any part of anyone's car for the purpose of technical inspection.

MANDATORY ENGINE INSPECTION POLICY

If any engine competing at Seekonk Speedway wins 3 consecutive races in a row during the regular racing season (not including special events), Seekonk officials will have the engine pulled and sent to the track's designated engine builder to perform any inspections deemed necessary. The Speedway will cover any costs for the inspection if the engine proves to pass all inspections.

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 Racing 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 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

2-WAY RADIO RULE

The use of 2-way radios is permitted ONLY in the Pro Stock & Late Model divisions. All team's must use either a scanner or 2-way radio system, if a 2-way radio is used the driver or crew member must still monitor the Speedway frequency at all times (frequency 464.500) The driver or crew member is responsible in receiving and communicating track directions. Each team must register their frequency number with the pit steward. Improper use of 2-way radios that is detrimental to racing including but not limited to the use of improper language and teams directing their driver to block the passing of others cars will jeopardize a team's use and this privilege may be removed with the addition of fines given.

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!