



2018 Independence Motor Speedway (IMS) General Procedures

AMENDED RULES 4/17/18

These Rules Can Be Amended At Anytime

1) TRACK PROCEDURES

A) Check-in and/or draw closes 30 minutes before scheduled start of races unless otherwise stated for specials. A driver's meeting may follow the close of check in. Any driver signed in after check in or draw closing starts at the rear of their heat.

1) Saturday weekly points show at 6:30 pm.

2) Hot laps Saturday weekly 6:00 pm.

B) ATV's and other utility vehicles will not be allowed to be used or ridden in any pit or racetrack area during regular season events unless authorized with permission by IMS officials. All ATV's will be loaded onto the trailers as soon as reasonably possible following the conclusion of the races. No joyriding. Any person with an ATV in the pits must show proof of insurance for the ATV.

C) Cars that want hot laps must run in their allotted class segment. Once hot laps are closed no more sessions will be offered unless Ok'd by IMS staff.

E) Management and officials will administrate length, frequency, and all finishing positions of all events and their decisions are final.

F) **Race Receivers will used by each class.**

2) GENERAL AND SAFETY

A) When in the pit area, make every effort to maintain a constant watch for your own protection and safety of others.

B) IMS Officials have the right to not allow any car on the track

C) All cars must enter the track in turn four and only at the direction of a track official. Car reentering from the infield must enter on the front stretch.

D) All cars are required to meet the specifications that are written for that class rules.

E) All disqualification and disciplinary actions will be posted in a timely manner by IMS according to the decision by IMS or Sanctioning body rules.

F) Only one driver will be allowed with each car number per class. All numbers must be clear with letters if necessary. Not having clear easy to read numbers may result in scoring errors.

3) CONDUCT

A) Any driver or crew member who brings opened alcohol or other controlled substances into the pit area during the event, or who is under the influence of such substances, will be disqualified and/or suspended from IMS.

B) No driver may get out of their car or stop their car on the racing surface to attack or argue with another driver or officials. Violation of this rule will result in disqualification and/or fine.

C) Drivers and/or crew members may not enter the pit area of any other driver to argue over race situations. Concerns should be brought to race officials only. Fines and/or suspensions may be applied.

- D) Any fighting or usage of a car as a weapon in the pit area or racetrack will subject the offender, and the car they are associated with, to suspension and/or fine. The driver/owner of every car is responsible for their pit crew and their conduct.
- E) No one is allowed in the scorer's booth, flag stand, or announcer's booth other than IMS officials, unless invited as an IMS guest. Violations of this rule may result in disqualification and/or fine.
- F) If any car owner, driver, or crew member addresses any official in a non-professional manner, he/she shall subject the team or car they are affiliated with to suspension and/or fine, and loss of points or expulsion from IMS Speedway.
- G) The director of Competition, the race director at their discretion may add additional fines, disqualifications, suspensions, point or position deductions or any combination thereof to any violation.
- H) Competitors must be in good standing financially with IMS. IMS reserves the right to use purse and/or point fund checks to compensate fines and or other expenses related to payments owed to the track.

4) RACE PROCEDURES

- A) After a yellow flag, cars will be relined up according to the last completed lap; split scoring may be used. If a setback penalty is warranted as a result of the yellow flag, that car will be placed in the appropriate position, and not where it was on the previous lap.
- B) If a setback penalty is warranted during a green flag condition the penalty will be assessed at the next yellow flag or end of race.
- 1) In the A Feature only, if the car receiving the penalty is in the top three cars with five or less laps remaining the race will be yellow flagged and the penalty assessed at that point of the race.
- B) A program will be considered complete if all qualifying heat races and "b" feature races are completed, "a" feature races will be made up on a future scheduled night.
- C) If any single race would be canceled for any reason during the middle of the event, the race will be over if 50% or more laps are completed.

D) Green Flag:

- 1) The race leader or pole car sets the pace. The race will start when the cars are aligned and green flag and or green light is displayed. Starts will be side by side, bumper to bumper.

E) Yellow Flag:

- 1) When the yellow is displayed slow down and get single file. There is no racing back to the yellow.
- 2) All division heat race restarts will be single file.
- 3) All divisions will use single lead car with double file behind, Delaware double file, second place car choosing high or low.
- 4) Double file restarts will be used up to 3 times throughout the race unless IMS officials deem track conditions not suitable. (rough, muddy, rubber down conditions) After the 3rd try we will go to single file. If there are 3 or less laps remaining we will also go single file. EIRI
- 5) Support class qualifying races will use the "Lone Ranger Rule". Any car causing a yellow flag in a heat or B Feature on its own will be black flagged and sent to the pits.
- 6) All divisions will use the "Two yellow Rule" for the A Features. Driver will get one single car yellow and on the second single car yellow the driver will be sent to the pits. Car may also be sent to the pits if involved in 2 yellows during the A feature if determined by officials that a driver/car is not being controlled.
- 7) If at any time track officials determine the track to be unsafe due to debris the yellow will be displayed and track will be cleared. The cars will be lined up according to their position prior to the yellow flag.
- 8) If an official feels any car is unsafe to compete they will be shown a black flag and sent to the pits for repair. During a yellow flag, officials may stop and inspect any car for safety concerns. If the car is declared safe to compete or officials can easily return the car to a race condition, they will return to the race in the position prior to the yellow flag.
- 9) "A" Feature event, cars spinning out or stopping on the track to bring out a yellow will go to the rear.

10) One courtesy lap will be given to change a flat tire only. Race will start when the race lineup is set.

11) Time limits: All races may have a time limit of one minute per lap. If a yellow flag is thrown after the time limit has expired, the race will be checkered. Consideration during yellow and red flags may be given for extreme circumstances.

12) If a yellow is displayed with five laps or less, all lapped cars will be moved to the rear behind the lead lap cars.

13) Any weight found on the track, will result in disqualification.

14) Pit crews may not enter the track surface or relay any object to the driver unless permitted by an official. Drivers may not get out of their car on the track unless instructed to by track officials.

15) If the caution flag is displayed with less than two laps remaining, a green-white-checkered finish will take place. On a third try a checkered will be waived at the same time as the yellow and the race will be complete.

F) Red Flag

1) All cars should stop immediately where they are located on the track as soon as possible out the way of emergency vehicles as soon as possible.

2) Cars should not block entrances into or out of the track.

3) Cars will not move until yellow flag is displayed,

4) Pit crews may not enter the track surface or relay any object to the driver. Drivers may not get out of their car on the track unless instructed to by track officials.

G) Black Flag

1) If a driver is black flagged, they will have two laps to obey the flag. As the flag is displayed for the third time they will no longer be scored.

I) Checkered Flag

1) The race is over once the lead car has passed the start finish line and received the checkered flag unless deemed by IMS Speedway officials.

5) POINTS AND LINE UP PROCEDURES

Line up procedures and laps are not final and may be altered by the IMS Pit Steward if needed.

A) Points system

1) Points will be kept with 100 points for a win 96 for second 94 for third and a continuation of a 2 point decrease till the last place position.

3) In a B Feature every non-qualifier will receive 40 points.

B) Number of Laps in a Race –weekly events, not including specials.

1) Heat Races (Number of laps may be changed)

A) Late Models –10 laps

B) A Mods –8 laps

C) Sport Mods – 8 laps

D) Stock Cars- 8 laps

E) Hobby Stocks -6 laps

F) Xcel Micro Mods – 6 laps

2) B Features will be determined by the amount of cars in the B Feature(s)

3) A Features

A) Late Models –25 laps

B) A Mods –20 laps

C) Sport-Mods –15 laps

D) Stock Cars –15 laps

E) Hobby Stocks – 15 laps

F) Xcel Micro Mods – 16 laps

6) Heat Races Car counts

1) **Heat races will be ran if there are 11 or less cars (at a weekly show).** 2 heat races 12-16 cars, 3 heat races 16-24, 4 heat races 25-40 cars, 5 heats 41-55 cars. Can be changed at any time by officials discretion.

2) When there are 11 or less cars in any class we will not run heat races in that class but we will run features. For each feature the invert will be determined by a draw of the previous feature winner that will be between 2-4-6 cars no matter the car count, laps will also be decreased as stated in section 5 (Points line-ups and procedures)

Indee Late Models will use a Draw & Redraw each event.

D) Opening Night & Some Specials ran by IMS:

1) The heat races will be lined up by draw. If you elect to start in the back (you will lose your original draw).

2) If the field has 20 or less cars, all cars will be lined up in the A feature by draw-redraw with the top 3 in each heat qualifying to redraw up to 4 heats. If there are 5 or more heats the number of cars qualifying to redraw will be lowered. If there are 21 or more cars a B feature will be ran.

E) After week one:

1) All starting positions are determined by using a one week point average. The driver's finishing points in the previous completed feature event will be his/her average for the next week event, all cars missing the previous show will be scored with a zero point average.

2) Heat races will be lined up by an invert system. With all zero point average cars lining up behind the cars with a point average.

3) B Feature cars will line up heads up by heat race finish.

4) Qualified A Feature cars from heats, 3 cars qualify to invert out of each heat (unless there are 5 or more heats then the invert will be lowered). Everyone not making the invert will line up heads up from heat race finish. B feature cars will follow the heat race transfers.

F) If officials determine that a driver is too inexperienced to start in the first three rows of an A Feature event, they may move that driver to the rear.

G) All line up procedures are not absolute and may be altered as needed.

6) STARTING FIELD

- A) If 20 or less cars are entered for an event in a division, all cars will start the “A” feature.
- B) If 21-29 cars are entered for an event, qualifying races will determine a 22 car field.
- C) If 30-39 cars are entered for an event, qualifying races will determine a 24 car field
- D) If 40 or more cars are entered for an event, qualifying races will determine a 28 car field.

7) QUALIFIED DRIVER AND CAR

- A) A qualified driver must sign in and check in with the Pit Steward.
- B) A Qualified car is a car that has qualified for the “A” Feature through heat races or “B” features.
- C) In the event that there is not a full field of cars, a car and driver not attempting a heat race, or a car and driver arriving after the heat races will be qualified to start in the rear of the “A” Feature.
 - 1) This car cannot be started by another driver that already attempted qualifying for the “A” feature
 - 2) This cannot be done in the case of a makeup A Feature from a previous week cancellation, unless driver and car were at the track and checked in before cancellation.
- D) For a driver to be eligible for points and or prize money he/she must attempt either one qualifying, or one feature lap.
- E) **A driver may not drive the same car in two different classes on the same night.**
 - 1) **If a driver competes in two different divisions, they must pay a \$50 entry fee in order to enter the 2nd division each night. The driver will receive full points and full pay for both divisions.**
- F) Two drivers cannot share the same car in two different classes.

8) CHANGING CARS

- A) There are no back up cars, after making a Qualifying attempt in one car.
- B) A Qualified driver may change cars by getting into a qualified car of the same class.
- C) The pit steward must approve the changing of cars and the driver must inform the pit steward as to which car he or she is changing to.
- D) A driver can only change to a car that is qualified for the “A” feature, and they must start in the back of the “A” feature. They cannot attempt to better their starting position by running a B feature in the qualified car.
- E) The driver that starts the race will receive points and money for where they finish.
- F) The car needs to be qualified. The driver that loaned his or her car will forfeit all points & money for the evening. The driver that the car is loaned to will start in the back.

9) TECH INSPECITONS

- A) All cars are subject to tech inspection at any time during the race night.
- B) After each race, determined number of cars must scale. Failing to scale will result in disqualification.
- C) Winner must scale before going to victory lane or the pit area unless directed to by an IMS official.
- D) After feature events, the determined number of cars must enter the tech area unless directed to by an IMS Official.
- E) Only the driver and a crew member are allowed to assist the inspection, failure to comply may result in fines and or disqualification.
- F) There may be a determined number of up to 4 crew chiefs that will be appointed as tech inspectors for the night under the supervision of the IMS tech official(s).
- G) **If a car is deemed illegal and disqualified from that evenings purse and points paying event, his or hers purse money from that position will be contributed to the IMS Tech Inspection Team for purchase of additional inspection equipment, training, etc. All other paying positions will be paid and points earned as finished, no positions will be adjusted. The EIRI rule may be utilized.**

10) DISCLAIMER

A) EIRI (Except in rare instances) Decisions of officials are final and binding without exception. All rules are subject to change without notice from IMS. Any rule changes or clarifications during the course of the year will be published at www.independencemotorspeedway.com and will be considered an official part of the rules.

B) IMS reserves the right to refuse admission to any person or party.

C) IMS reserves the right to alter or amend these rules in the interest of fair competition.

D) Failure to comply with these rules may result in penalties applied by IMS.

F) Any or all divisions running under the IMCA sanction will also abide by the 2018 IMCA General Rules and procedure handbook.