

**2018 Full Throttle Motor
Speedway
Official Track Rules and
Regulations**



DISCLAIMER:

*"The rules and/or regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for the orderly conduct of racing events within all FTMS Divisions. These rules shall govern the condition of all events, and by participating in these events, all participants are deemed to have complied with these rules. **NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATION OF OR THE 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 a participant, spectator, or official. The Technical Inspector (s) or Director of Racing Operations shall be empowered to permit reasonable and appropriate deviation from any of these specifications herein or impose any further restrictions that in his / her opinion do not alter the minimum acceptable requirements. **NO EXPRESSED OR IMPLIED WARRENTY OF SAFETY SHALL RESULT FROM SUCH ALTERATION OF SPECIFICATIONS.** Any interpretation or deviation of these rules is left to the discretion of the Director of Racing Operations or his / her appointee. Their decision is final."*

It is the responsibility of each competitor to read, understand and comply with these rules as written. They are neither foolproof nor exhaustive. They are intended to provide fair and competitive racing for all who participate in this division. The spirit and intent of these rules is the standard that will be used for competition at Full Throttle Motor Speedway. Full Throttle Motor Speedway officials are authorized to decide if an equipment change or addition is an attempt to circumvent these rules or provide an unfair advantage. FTMS officials can and will disqualify any entry in violation of the spirit and intent of these rules. Decisions will be based on common sense, consistency, impartiality and fairness. If there is disagreement or dispute regarding the meaning, interpretation, or application of these rules, FTMS officials' decisions shall prevail. If these rules do not specifically say that you can add, change, or modify something, then you should consider that addition, change or modification illegal. Any questions about the legality of an addition or modification not covered by these rules must be answered by FTMS officials in writing, and their decision is final.

Full Throttle Motor Speedway reserves the right to alter or amend these rules at any time in the interests of safety, cost control or fair competition. The safety of each racecar and all equipment is the complete responsibility of the driver/owner, and the driver/owner acknowledges this responsibility by participating in any racing activity at Full Throttle Motor Speedway.

General:

- Drivers must meet minimum age for class racing. Under 18 years of age, an insurance document (Parental consent form) must be signed by both parents and/or legal guardians and filed with Full Throttle Motor Speedway.
- Drivers are considered as an independent contractor and as such are responsible for all charges and taxes on any funds received from Full Throttle Motor Speedway.
- Drivers or their crews will not consume alcoholic beverages at any time prior to or during an event. Use, sale, or distribution of illegal drugs at any time shall be cause for immediate and indefinite suspension. Participation by a team member in either activity will result in disqualification with all points and earnings toward the year end point fund being forfeited.
- **Pit Areas – please keep your pit areas tidy, if left with garbage a \$15 clean up fee will be issued.**
- Rough driving and verbal abuse or inappropriate behavior by any member or perceived member of a team will not be tolerated. No further warning will be given. If a driver or team member is deemed to have committed inappropriate behavior, the team may be disqualified. If driving is determined to be intentional and extremely aggressive (showing lack for safety of fellow competitors) a driver or team will face disqualification from event(s). If disqualification is imposed for the incident, monies won along with any and all points will be rescinded for the night and a minimum of one week suspension will be imposed for the first offence. A subsequent offence will result in suspension for the remainder of the year.
- The driver is the sole spokesperson for the race team and is responsible for their actions.
- Striking an official will result in disqualification for the evening, forfeiture of all points and monies for that evening, automatic one week suspension, and up to a one year suspension upon review.
- Other penalties may be levied dependent on the severity of the situation.
- Any driver stopping on the race track to protest will be disqualified for the remainder of the evening, scored last in that event, and forfeits all points and monies earned for the evening.

- The driver or a representative must attend the evening drivers meeting or start scratch for their race.
- Failure to pass post-race technical inspection will result in loss of all feature points for the evening. (A second failure to pass technical inspection during the season will result in loss of all accumulated championship points to date.)
- Helmets must be worn anytime the racecar is in motion.
- During race night there will be set non-accessible boundaries that have NO ACCESS without permission in the Tech area, the Speedway (including the surface) and any FTMS Offices. Entering other competitors pit area with hostile or aggressive intentions is NOT allowed or tolerated. Any infraction with other people's space or intents will result in disciplinary actions and/or suspension from the speedway.
- Any driver, team member, or associate found slandering or "bashing" the speedway, its fans, officials, fellow competitors or sponsors, will be subject to a disqualification and/or loss of additional points and any monies earned. This includes any means of social media or word of mouth. The speedway reserves the right to suspend any driver, team member, or individual from the speedway at anytime for such actions.
- **The speedway has the right to remove, suspend, permit/ban ANY individual from the speedway property, and no REFUNDS will be issued.**

Race Program:

1. Driver Changes & # Swapping on Cars

1.1 Car and driver qualify as a team. Each driver may qualify only one car per class. Car # or driver swapping between feature races (without proper permission) is not allowed. NO other reason for # swapping for points allowed.

1.2 All drivers must have current 2017 FTMS Membership or a FTMS temporary 1 Day license to compete.

2. 2018 Qualifying Procedures

2.1 No qualifying races for Regular Events will be run. Starting Grid for the first feature will be set by divisional practice time(s). Fastest qualifier will draw an inversion number up to 6. The remainder of the starting grid will then be determined by practice times. Any cars not posting practice times will start at the rear of the field, in order based on registration check-in, or as instructed by pit steward. Second feature will be an inversion of first feature finish. On nights where practice is unavailable (ie rainout), starting grid will be determined by inversion draw by highest finisher registered (at time of draw) from most recent feature run.

Any driver suspected of “sandbagging” will be placed to rear of field for the next 3 features.

ALL drivers are to report to the registrar immediately upon arrival at the speedway to check in the first feature event. Line-ups will be posted 15 minutes prior to start of races.

2.2 Sunday Race Event for regular classes will also be set by practice times, with a potential top 10 inversion, as decided by a draw from top qualifier.

2.3 A driver electing to start scratch (back of field) will be scratch for the entire race program

2.4 Another driver may qualify car for driver, only in the event of driver not at track during qualifying time, however qualifying driver must be registered at the speedway.

2.5 Top qualifiers will be called to tech after qualifying, failure to go directly to tech will disqualify qualifying time.

3. Back Stretch Yellow Line Rule

3.1 No passing under yellow line under race conditions.

3.2 Any position gained by passing under yellow line will be taken away unless driver surrenders position back during racing conditions.

3.3 Any positions falsely gained by the illegal pass or passes will be penalized the position or positions at the end of the race.

3.4 Under yellow the car charged with the illegal pass can give back the advanced position or positions without penalty.

3.5 Following the race program FTMS officials may review all passes below yellow line and reserves the right to adjust the outcome of race positions.

4. Yellow Flag

4.1 All cars that are involved with the incident on the racetrack or spin bringing out a yellow will go to the tail.

4.2 During yellow, no working on the car is allowed on the track or the car will be disqualified for that event.

4.3 “2 Spin or Causing of Caution rule” - Cars upon stopping on the race track twice (2) during feature races causing and/or being involved in an incident where a yellow or red flag needs to be displayed will be disqualified from that race at that time.

4.4 First lap restarts; inside or outside row will move straight up to fill a void for a missing car.

4.5 Any car that does a spin and does not bring out a yellow flag will continue to race where it falls in line. If the yellow does come out, the car will be placed at the tail of the field and be charged with a yellow. The track flag person will determine if a yellow flag is needed and will have final say to what any yellow flag was displayed for.

4.6 A yellow flag will be displayed for any debris deemed to be in the racing groove and a danger to the competitors. Any car that can be identified as causing a yellow flag for depositing the debris will be charged with the yellow and placed at the tail of the field.

4.7 The track flag person in conjunction with the Race Director will determine if a yellow flag is needed and will have final say to what any yellow flag was displayed for. If the one-way radio communication is provided by approved track personnel other than the On Race Director, they should not initiate the call for yellow (or red) until directed.

4.8 No contact between vehicles during caution or after the conclusion of the race. Penalties will be at the discretion of the FTMS Officials.

4.9 Driver must remain in vehicle at all times while on speedway surface, including the infield. Driver can only exit car with permission of a FTMS Official or under emergency conditions. Any violation of this rule will result in penalties given by FTMS Officials to be determined.

5. Red Flag

Do not pass the crash site. SAFELY pull to the bottom of the track and stop immediately.

5.1 "CLOSED" red flags only. On a closed red, crewmembers will not be allowed on racing surface unless directed to do so by the Race Director. No work is allowed at any time on the racing surface by any team.

5.2 During Feature action, any car wishing to make repairs may advance to the PIT prior to the yellow flag being displayed provided they DO NOT have to go through the accident scene and then only after they are given permission to do so by the Race Director and only at his discretion.

6. Other Flags

6.1 If the **Black Flag** is waved for you it means you are disqualified from that race and must return to the pit immediately (or infield clear of the racing surface) You will have 1 warning (rolled flag) with minor offences after which the scoring will stop for you once the flag is displayed. Failure to leave the track will result in disqualification from all remaining races for the evening and all points and monies for that evening will be forfeited.

6.2 Black w/ Orange dot flag: If the "Meatball" flag is displayed you are to exit to racing surface in a safe and timely manner. This flag is for vehicles with **mechanical issues** and issued for the safety of all FTMS Drivers and Officials. Failure to recognize this flag will result in a Full Black Flag and disqualification from that event.

6.3 Blue w/ Yellow Strip: This "**Move Over**" flag will be displayed to drivers on the speedway who are about to be overtaken by the race leader or lead lap vehicles. All drivers must yield to the bottom of the track surface at a reduced rate of speed until the lead group passes. After 2 consecutive displays of the "move over" flag by the Head Starter the driver then will be given the Full Black Flag and disqualified from that event.

6.4 Reason(s) for Black Flag or Disqualification:

- 6.4.1** Rough Driving
- 6.4.2** Entering speedway without being instructed (during green racing)
- 6.4.3** Being an involved car bringing out two yellow flags
- 6.4.4** Exiting Car on speedway surface without being instructed to
- 6.4.5** Stopping on track to dispute/protest call
- 6.4.6** Intentionally bringing out yellow flag (example: stopping on track)
- 6.4.7** Ignoring Officials instructions
- 6.4.8** Abuse of Race Officials
- 6.4.9** Pit altercation, or any other action detrimental to race program
- 6.4.10** Removal of Safety Equipment
- 6.4.11** General Rule Violation
- 6.4.12** Technical Inspection Failure or Tech Lane Violation

7. Penalties for Disqualifications

7.1 FTMS officials may determine the severity of each disqualification and penalize accordingly. These penalties may include being scored at end of lead lap or lap(s) down, restarting next feature(s) at rear of field, loss of points and monies earned, suspended for next feature(s), removal from speedway property or banned from track.

8. Starts

8.1 Starts will be at the yellow line in turn four for all cars. Pole sitter sets a moderate steady pace. Race starts when the front row reaches the yellow line. ALL cars must be in a tight nose to tail formation in their original starting lineup position.

8.2 Once the green flag is displayed racing begins immediately.

8.3 All other cars in rows two and beyond will be charged with a jump start if they are out of line, leave an excessive amount of room between themselves and the car directly ahead of them, or pass before the yellow line as they start the race. No yellow flag will be displayed for these violations and one position per car passed penalty will be assessed at the first caution (or red flag period) or if neither instance occurs the penalty will be assessed at the conclusion of the race. "NO WARNING WILL BE GIVEN FOR FALSE STARTS"

9. Restarts

Officials will correct the line-up when received from the scorers. Lapped cars must hold their positions in all races.

9.1 ALL restarting line-ups will be double file after one complete lap with lapped cars being placed in their running order in the line-up.

9.2 ALL restarts will be at the cone or yellow line.

9.3 Leader may choose preferred line on restarts, ONLY once one scored lap is complete.

9.4 Any car found not complying with the re-line up instructions in a timely manner will be scored as last car on current lap and start next feature at rear of the field.

10. Track Officials

10.1 Disputing or ignoring Race Program Director or any officials will be suspect to a review and possible point's penalties, loss of all points and/or monies earned for the entire race night.

11. Work Area

11.1 Designated work area will be announced when determined to be necessary. You may change a tire or complete other work under yellow flag only in designated work area if declared.

11.2 Time allowance may be given while under a Yellow Flag once the car reaches the pit area for the caution period only.

11.3 When the one lap signal (white flag) is displayed, the car will only be allowed to return to track by the corner flagman. And not allowed under green flag conditions.

12. Entering and Exiting the Pits

12.1 Cars going to the pit area may only re-enter any racing event during a caution period.

12.2 Speeding, contact or aggressive driving other than on the racing surface will result in disqualification, penalties, fines and/or loss of money.

13. Race Completion

A race is not considered complete until the checkered flag appears. If a yellow or red flag must be thrown after the checkered flag appears, the race is officially over and the posted pay-off will be made in the same manner as a yellow or red flag realignment. Any cars causing the yellow or red flag to be displayed will be put to the rear of the line- up of official finish as would appear for a restart.

14. Official Distance

14.1 One lap over halfway through the Feature shall constitute a complete race in the event that a stoppage is required.

14.2 If the race is stopped and ruled complete, the finishing positions will be paid in the same manner as yellow or red flag realignment. Any cars causing the stoppage will be put to the rear of the line-up of official finish as appears for a restart.

14.3 In the event of weather causing the stoppage, the payoff will be made according to the last scored lap by the leader previous to the red flag.

15. Scoring

15.1 Timing and Scoring will be done by our electronic transponder system. Transponders are \$40 for the season. There will also be a human scoring team to verify results.

15.2 Transponders will be available for purchase or rent (\$10 per night w/\$40 deposit) at the registration booth.

15.3 Rental units must be returned before pay will be released

15.4 Transponders must be mounted as per instructed by speedway officials

15.5 Cars with Transponders found in locations other than that indicated above during post-race inspection will be penalized two (2) positions.

15.6 Lap scoring will occur on the lead car. If the yellow or red flags appear, scoring will freeze and all cars that have crossed the start / finish line at that time will be lined up in that order for the restart. All other cars that have yet to cross the start / finish line will be lined up according to their order on the previously completed lap.

16. Rookie of the Year Eligibility

16.1 "Rookie of the Year" candidates will be limited to drivers who have competed in their FTMS class six (6) times or less in any previous year.

16.2 The rookie driver who finishes highest in total points will determine the "Rookie of the Year"

17. Cars not taking the initial feature race green flag: If a car did not take the initial green flag in a feature race the car will not be allowed to join the field.

18. Race Length: All Features will be 20 laps (unless otherwise posted).

19. Starting Field: All Feature events will start 24 cars. Unless otherwise posted.

20. Scales: Any and all cars may be requested to report to the scales at any time. Failure to report when instructed will result in disqualification and being scored last in that event.

21. Registration: ALL Drivers and Owners MUST COMPLETE a Registration form before being allowed to compete (whether they want to become a member or not). A Track Membership is required to accumulate points toward the season championship. Season Passes are not Memberships.

22. Year End Point Fund Distribution:

22.1 Will be awarded to the top ten drivers who have participated in FTMS events during the race season.

22.2 Based on an 80% MUST participation by 10 cars

1st = 19%	6th = 9%
2nd = 13%	7th = 8%
3rd = 12%	8th = 7%
4th = 11%	9th = 6%
5th = 10%	10th = 5%

23. Championship Points

23.1 In case of postponement of program after completion of all races, show and heat race points will be awarded as earned.

23.2 Championship points will be awarded to (Members Only).

23.3 Championship points will be awarded per the following scale.

Feature Race:

1 – 70	5 – 57	9 – 49	13 – 41	17 – 33	21 – 25
2 – 65	6 – 55	10 – 47	14 – 39	18 – 31	22 – 24
3 – 61	7 – 53	11 – 45	15 – 37	19 – 29	23 – 23
4 – 59	8 – 51	12 – 43	16 – 35	20 – 27	24 – 22

2018 Feature Race Procedures

- Feature race line-ups to be determined by qualifying procedures. Rule 2.0
- Any cars failing to arrive to feature line up in a timely fashion may be placed to rear of field
- 2nd feature will be an inverted from finish of the first feature

Car swapping on race night will not be allowed to maintain points; under no circumstances will an alternate driver/car be used to accumulate points if a problem happens.

23.4 Sunday Race Format: (unless otherwise noted on schedule)

Kid Stock – Double Features

Mini Trucks – Double Features

Fun Stock – 40 Laps

Pure Truck – 30 Laps

Mini Stock – 40 Laps

Street Stock – 40 Laps

Late Models – 49 Laps

All Pro Modifieds – 49 Laps

Starting Grid: To be determined by the practice times, then inverted by number drawn from pole sitter.

Purse & Points: To Be Determined and Announced prior to 2018 Race Season

24 In-Car Communication

24.1 No two way radios are allowed. (Except OLM, APM and Kids Stock which allow them)

24.2 RACECEIVER One way radios or One way scanner (ch; 454.000) now mandatory in all FTMS classes

25 Technical Inspections:

Please Note: Inspection may be done at anytime; tech lane does not provide jack stands, lifting floor jack, or any tools to remove pieces of car, the competitor is to remove any parts required for testing purposes and must provide their own tools needed for the job.

25.1 Post Race Technical Inspection carried out within the confines of the Tech Area will be completed under the following guideline:

Cars to be inspected must proceed immediately to the Tech Inspection area immediately after exiting the race track.

- No team members are allowed to touch or remove any part of the race car without receiving prior approval of the Head Tech Official.
- Cars (with Driver) must enter the tech area as instructed by inspectors. Drivers must move their race car onto scales or be assisted by track officials only if needed;
- Access in the tech area will be restricted to the car driver and two crew members. Each will be issued an inspection area pass (maximum 3 per car) that must be worn at all times while inspection is taking place and surrendered to the head tech inspector when inspection is complete;
- The team is responsible for preparing only the area(s) of the race car for inspection as requested by the HEAD TECH OFFICIAL in a timely manner;

25.2 Any participant (team) who refuses to allow tech officials to inspect their car at any time or follow inspection directions and procedures will be subject to the following:

- Immediate disqualification from the event.
- Loss of points and prize money for that event.
- Credited with a feature win for handicapping purposes (if applicable).

25.3 Participants found to be illegal and disqualified during technical inspection shall be subject to the following:

- Disqualification from the event.
- Loss of points and prize money for that event.

25.4 A second infraction for deemed illegal or technical issues will result in the following:

- Disqualification from the event and loss of points and prize money for that event.
- TOTAL LOSS of ALL ACCUMULATED POINTS to DATE. (Attendance record will not be affected for year-end perfect attendance award)

25.5 All new cars must arrive at the track one hour prior to start time and report to the tech inspector.

25.6 If car does not meet our rules it will not be able to compete (unless pre-authorized by a FTMS Tech official.)

25.7 All cars are subject to inspection by Full Throttle Motor Speedway officials at any time and in any manner determined by track officials. All decisions regarding the timing and manner of the inspections, as well as which cars will be inspected, are final.

25.8 FTMS reserves the right to confiscate any illegal components at any time as deemed necessary.

25.9 FTMS reserves the right to impound any car for any reason at any time.

26. Technology

26.1 No traction control devices of any kind allowed.

26.2 This includes mechanical and electronic traction control devices.

26.3 No wheel speed sensors permitted.

26.4 No microprocessor-operated or controlled parts.

26.5 Cars may be asked to disconnect tachometers at discretion of the technical committee.

26.6 FTMS reserves the right to ask any team to forfeit their electronic ignition box for a replacement supplied by Full Throttle Motor Speedway while competing.

27. Protests

27.1 Notification of any protest must be made in writing to an authorized race official at the tech area only within 10 minutes of the conclusion of each race feature. After 10 minutes no further action will be adjusted or resolved and the feature will be deemed official other than further technical inspections on vehicles.

27.2 FTMS officials will video review all claims and protests in a timely order (next day) then decide if any outcomes need to be adjusted. Any decision made by officials will be final and no longer contested.

28. Series Sponsor Decal Placement: Any series decals must be displayed prominently on the specified FTMS approved locations in a highly visible place.

Any questions regarding rules please contact:

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