

2018 Stafford Motor Speedway General Rules

My Laps America	www.mylaps.com	678-816-4000
Waddell Communications	www.waddellcommunications.com	860-573-8821
Racing Electronics	www.racingelectronics.com	800-272-7111
Hoosier Tire East		860-646-9646
New England Racing Fuel	www.neracingfuel.com	860-679-5555
Track Frequency Channel #1	SK Modified® & Late Model	464.5000
Track Frequency Channel #15	SKL, LLM, and Street Stock	461.13750

The rules herein shall refer to “Stafford Motor Speedway” as SMS. The rules herein shall refer to “participant” as any owner, driver, crew member, vendor or fan. Upon entry into SMS, all participants agree to be knowledgeable and bound by the contents found in these 2018 General rules and any Divisional rules which may apply to you. These rules supersede and replace any contrary rules as posted by any other sanctioning bodies.

On-Track Safety Guidelines

- **Drivers are to stay in their cars until SMS Track Safety arrives at the scene (except in emergency situations). Once the scene has been secured by SMS Track Safety, the driver must exit the car.**
- **The driver must get out of the race car if it is getting picked up by a wrecker or flatbed.**
- Before the driver exits the car, please check to see that the car is out of gear so that the Track Crew can tow the car off the racing surface as quickly and efficiently as possible.
- Upon arrival on scene, Track Safety will assist drivers on exiting the car and escort you to the ambulance or other safety vehicle.
- Do not cross the racing surface unless being escorted by Track Safety personnel.
- In emergency situations when you must exit the car quickly, do so and remain on the protected side of the car in regards to oncoming vehicles.
- Inform the tow truck driver of the pit stall location where your car is to be towed.
- Under caution all drivers shall be attentive to persons that are on the track involved at accidents scenes, including: other drivers, Ambulance, Fire, Safety, SMS Officials and Tow Truck Operators.
- No driver shall exit their car on the racing surface to confront another driver, this shall be considered a violation of safety regulations and the driver will be penalized accordingly.
- Intentional contact with other vehicles is prohibited.
- Competitors are solely and directly responsible for the safety of their race cars and racing equipment and are obligated to perform their duties (whether as a car owner, driver, or crew member) in a manner designed to minimize the risk of injury to themselves and others. Disregard for these safety guidelines may result in a penalty and/or fine as determined by the Director of Competition.

Contingencies

Contingency Sponsors are a valuable part of the SMS and NASCAR programs. Contingency stickers must be displayed for either product or monetary consideration. Each division will be notified as to what stickers are required to be eligible for contingency rewards. In particular, the

decals must be mounted on the driver's side of the car in such a manner that they are clearly visible in a photograph.

Preface

The SMS General and Divisional rules are designed to provide for the safe and orderly conduct of competitive sports or entertainment events. It is ultimately the obligation of each participant (owner, driver, crew member, employee, vendor, or fan) to insure that their conduct and/or equipment comply with all applicable SMS rules. No express or implied warranty of safety shall result from publication of, or compliance with, these rules. They are intended as a guide for the conduct of said SMS events, and are in no way a guarantee against injury or death to participants (owner, driver, crew member, vendor or fan).

These rules supersede any similar rules and are in effect for all events unless otherwise posted and/or announced.

Higher Authority

These rules are intended to be the only regulations governing events at SMS. However, should a governmental agency, or any other local, state or federal body, currently have or issue in the future any lawfully instituted standards which are contrary to those found herein, then those standards will prevail. If the SMS rules are found to be in part illegal in the eyes of such a governmental body, then only that area(s) of the SMS rules found to be sub-standard will be void and the rest of the SMS rules will remain in full force and be applicable.

Effective Date

The SMS rules are effective upon the date of publication by SMS (either verbally or in print), regardless of when a participant receives actual notice. Date of publication is: verbally during a race event, mailing from the SMS offices, release to the daily or trade press, or uploading/posting on the SMS Website and/or its related social utility media.

Amendment

The SMS General and Divisional rules may only be amended by the Director of Competition or an authorized Officer of SMS. This amendment may be instructed verbally, and will be posted on the SMS website, www.staffordspeedway.com, and may be sent out via email to all registered teams. An amendment is effective upon the date of publication by SMS regardless of when a participant receives actual notice.

Applicability

The SMS rules are applicable to all events at Stafford Motor Speedway, 55 West Street, Stafford Springs, CT. 06076, that are under the supervision or promotion of SMS Officials and/or Management. Any events not under SMS supervision may be subject to the rules of the managing entity of that particular event.

Private Property

SMS is private property. Any person on this property without the permission of SMS Owners or Management is guilty of trespass and subject to the penalties prescribed by law. Through your license and registration, you have been given the authority and the right to be on this property, in conjunction with our events. However, the Officials and Management of SMS reserves the right

to revoke and cancel this authority at any time that it is felt that your presence or conduct is not in the best interests of the current event or any future events.

Injury Reports

Any participant involved in an accident while on SMS property must report all known injuries to an SMS Official before leaving the premises (if participant is able to make such a report). The appropriate injury report form must be filled out and returned to the SMS Offices.

Ownership of Media Rights

All participants agree that all commercial rights to any and all photographs, video tapes, motion pictures, sound recordings, etc. made of any event at SMS are owned solely by SMS, regardless of what party created such properties. Any sale of such images or recordings, on or off SMS property, is strictly prohibited except by SMS or its officially approved agents. Any such images or recordings created by non-approved agents will be solely for their individual and non-commercial use.

Inspections

Inspection Area

Only those persons authorized by SMS Officials may be admitted to the tech inspection area. Refusal of orders from SMS Officials may result in disciplinary action.

Car Sealing or Impounding

Refusal of sealing or impounding the car, or any of its components may result in disciplinary action. SMS assumes no responsibility for impounded cars or parts.

Technical Inspection

Your car and all of its parts are subject to a technical or safety inspection at any time. Failure to comply with the inspection request(s) may result in disciplinary action.

Technical Declaration

If an SMS Official determines prior to an event that the car does not meet the applicable specifications and rules, the car may or may not be allowed to compete. SMS Officials will use their discretion based upon safety and competitiveness in their decision.

Technical sanctions may be imposed to any car at any time, at the discretion of SMS Officials.

The decision of SMS Officials is final and non-appealable.

General Pit Area and Race Procedures

Drivers may compete in the LM and SK division during any event. Drivers may cross compete in any two other divisions during the Fall Final event only. Cross competition rules apply to all SMS divisions. You must notify the SMS Handicapper of any intent for cross competition.

All decisions made by SMS Officials involving pre-race, race, or post-race procedures are final and non-appealable.

Burn-outs and/or donuts are not allowed at any time on SMS property.

Smoking is not permitted in any buildings on SMS property.

Smoking is not permitted in the Tech inspection area.

After all events, all cars must use pit road and the access road that leads to the turn one off-gate to exit the track.

Divisions that utilize the “mini-mile” may exit directly off of the front chute and through the off-gate (gate 1) at any time during their events.

The pit road speed limit is 30 MPH, the Paddock area and all remaining SMS property speed limit is 10 MPH. This includes race cars, personal cars, and tow vehicles.

Push trucks, tow trucks and vendor vehicles may not be used to transport people or equipment in the pit or paddock area unless authorized to do so by an SMS Official.

Cars that are “double hooked” shall be dropped on the back access road behind turn 2. Wreckers may not bring a car through the paddock area on a “double hook”.

Fuel must be carried in DOT approved containers at all times while on SMS property.

Re-fueling is not permitted on the infield or pit road.

You may not drive in the wrong direction on the race track or on pit road for any reason unless directed to do so by an SMS Official.

Towed cars may not be brought to the hot side of pit road, they must be towed behind pit wall to the backside of your pit stall or in the “drop” area on the infield. Vehicles requiring a push may be pushed to the hot side of their pit stall.

You may not pass the Caution Car without being instructed to do so by Race Control.

All teams/ all divisions must monitor Race Control during practice, qualifying and feature events.

All SK Modified® and Late Model participants must have a team member with two way driver communication also monitoring Race Control communication, in the Spotters pen (located just in front of the Race Control tower) during qualifying and feature events.

All SK Light, Limited Late Model, and Street Stock participants must have their receivers installed and working at all times.

Cell phones and personal electronic devices are not permitted in race cars at any time.

GoPro/cameras/video recorders must be mounted to the roll cage bars only. Any other mounting must have SMS Officials approval.

Pets/animals of any kind are not permitted in the Paddock, Pit or Infield area.

Approved pit helmets must be worn anytime a crewmember goes “over the wall” on pit road.

Jackstands must be used under any vehicle that is jacked up and being worked on anywhere on SMS property, except for competition tire changes on pit road.

Race cars are not allowed on the track until the track has opened for official practice, unless receiving approval from Race Control.

No person shall be permitted to ride on the outside of a racecar at any time. Passengers are not permitted in a race car at any time

Participants are responsible to collect and contain any fluids that may be drained or leaking from their race cars. SMS will provide a collection container for such fluids, on the North side of the pit concession building.

All foot traffic must exit Victory Lane via the flagstand gate into the main grandstand area.

You may not check your car or work on it in Victory Lane.

Drivers are required to leave their firesuits on and zipped up during victory lane ceremonies, autograph sessions, fan interaction sessions and any pre-race or post-race interviews or pictures.

Motorized or non-motorized personal transportation (scooters, bikes, etc) are not permitted in the Grandstand, Paddock or Infield areas. SMS may grant use of such vehicles for handicapped persons, subject to prior approval and limitations.

Courtesy/hardship laps may be granted when the schedule permits it.

SMS Officials will determine whether the damage to a car is sufficient to cause the car to be towed versus pushed from the racing surface. No repair assistance may be given by SMS Officials, track crew, or vendors (except for necessary Welding services).

Welding, cutting or heating of any race car or component must be done through the SMS authorized Welding service.

Alcohol, narcotics, or firearms of any kind are not permitted to be brought onto SMS property. Additionally, alcohol is not permitted in the paddock area.

All trucks, trailers, and cars shall be moved and/or parked as directed by SMS Officials.

Personal vehicles are not permitted in the paddock area or infield.

Motorized (electric or engine) pit or equipment carts are not permitted.

In the event of any postponement of race, any car which took the initial green flag may re-enter the race when re-scheduled regardless of whether it was running at the time of the postponement.

Any driver who, in the opinion of Race Control, cannot perform safely at the front of any line-up will be placed in an appropriate starting spot in the line-up order.

No car may receive any assistance to keep moving on the race track after the white flag has been displayed.

Race Control reserves the right to request any car to return to its pit area for inspection before continuing in the event.

No changes of driver at any time will be made without advance notification and approval by Race Control. When the race is in progress, driver changes must be made on pit road or behind pit wall. A driver is ineligible to receive points for a race in they have secured a relief driver for the purpose of enabling the driver to compete in a second race while the first race is still in progress.

Car numbers may not be transferred to another car once qualifying has commenced. Drivers wishing to change cars must move to a qualified car.

On double feature nights, a back-up car may be utilized for the second feature, but the handicapped starting spot must be forfeited.

Any race may be considered complete if we have reached the SMS designated halfway point in laps completed.

Starting Position Determination

All **Drivers (EIRI)** must sign in with the SMS Handicapper prior to the conclusion of practice. Drivers who do not sign in by this time will be placed to the rear of their qualifying race. Cars that attempt to qualify will be started ahead of cars that do not attempt to qualify, regardless of driver changes.

Drivers will be handicapped based upon the three previous race events held. Any driver that misses an event will be credited with one and one half wins for handicapping purposes for that event. Disqualified cars will be given two wins for handicapping purposes for that event. Cars that have been placed to the rear of the finishing order for a race rules infraction will be given a win for handicapping purposes for that event. When a draw system is used for starting position, the driver or his/her assigned representative may draw. When inspections, qualifying races, and/or time trials are held on days prior to the date of the race, SMS Officials reserve the right to

seal motors, impound tires and/or impound cars. For some events, a predetermined amount of cars (based upon the current order of point standings) may be considered as *pre-qualified*. The driver must be signed in 45 minutes before racing starts to take advantage of being *pre-qualified*. Any exception to this must be pre-approved by Race Control. For a pre-qualified feature event, the top-18 drivers in points that are signed in for that event will be considered pre-qualified while the top-15 drivers in points will be handicapped ahead of the other drivers.

No current season feature-winning driver may be posted in the feature line up to start higher than fifth position in a feature event. This rule may be amended when necessary. Any driver that has missed more than one of the three previous events may not be moved up in the starting order due to this rule.

If a car drops out of the posted starting line-up, the entire row will move up, not cross over. All drivers must use their discretion concerning where they restart an event after they have been lapped.

In the SK Modified® and Late Model divisions, all lapped cars will be moved to the rear of all lead lap cars for restarts within ten laps to go. In the SK Light, Limited Late Model and Street Stock divisions, all lapped cars will be moved to the rear of all lead lap cars for restarts within five laps to go. They will be placed as they are being officially scored per position at that time, not necessarily how they are/were relative to each other. Race Control reserves the right to move all lapped cars to the rear of the lead-lap cars during any/all restarts.

A *FREE PASS* rule will be applied in all events, allowing the first car in order that is one or more laps down, to regain one of those laps during each caution period, providing that car is not the source or cause of the caution, and it does not come down pit road prior to receiving the *Free Pass* from Race Control. Race Control will announce the available *Free Pass* recipient during the caution period. That recipient will be instructed when to pull up to the Pace Car, and then instructed when to pass the Pace Car and get their wave around lap. A green flag lap must be completed before another *Free Pass* wave around is available. Race Control reserves the right to notify the *Free Pass* recipient, then advance their lap electronically instead of performing the wave around when deemed necessary. Once you have been notified that you are the *Free Pass* car, you will be eligible to pit during that current caution period. Cars that have been assessed a one-lap penalty for any reason, you are not eligible to get that penalized lap back via the *Free Pass*. In the SK Modified® and Late Model divisions, there will be no *Free Pass* applied within ten laps to go. In the SK Light, Limited Late Model and Street Stock divisions, there will be no *Free Pass* applied within five laps to go.

Race Start

For qualifying and feature events, all cars must be in their correct starting position by the completion of pace laps (lights out, one to go signal given) in order to start in their designated position. **Cars that are not in their designated start position will start at the rear of the field.** Cars that enter the track after the completion of pace laps (doubled up, lights out), may join the rear of the field up until the initial green flag is waved. Cars that do not take the initial green flag may not enter the race afterwards. If a car drops out of the race before the completion of the first green flag lap, their finishing position will be determined by their starting position in relation to other drivers that do not complete the first green flag lap. **During pace laps and caution laps, if a car does not maintain its designated position in the starting field, Race Control may re-position the car at their discretion.** Scoring begins when the initial green flag is waved. Distance begins with the completion of the first green flag lap. Driver changes are permitted after

the completion of the first green flag lap only. The points and money will be awarded to the driver that completes the first green flag lap. When the flagman gives the clenched green flag (“one lap to go” signal), cars will line up in columns of two (double file) for all starts and restarts. Single file restarts may be used at the discretion of Race Control.

In all SMS divisions, the leader during all restarts shall have the Lane Choice option to restart in the outside or inside lane. The leader must make his/her commitment known and be in the lane wanted before reaching the start/finish line on the “one to go” lap. **Once you have committed to lane choice on a restart, you may not change your choice until we have completed a green flag lap.**

Caution / Scoring

All cars that are the reason the yellow had to be waved may be placed at the rear of the field on the restart line-up. Race Control shall place the cars at their discretion. Their judgment is final and non-appealable. Cars not moving to the rear of the field when directed to do so may be penalized. Cars that have caused a yellow flag intentionally may be penalized.

Race Halt

Race Control will determine whether the racetrack is in usable condition for each event. A race may be stopped at the discretion of Race Control if they determine that the track is not fit for racing.

Green Flag (Start of Race)

At the beginning of each race, (initial start), cars must maintain position as designated by the current line-up until the flagman waves the green flag. Cars should maintain their lane until they have crossed the start/finish line. You may not change lanes before the start/finish line unless you are taking evasive action. On restarts, cars must maintain their lanes until the Green Flag is waved (however, “timing” your restart and jumping to the inside of the car in front of you may result in a penalty). For all starts and restarts, all cars must remain in their assigned starting position and in their assigned lane until the green flag is displayed. The flagman will wave the green flag when the leader, P1, “fires” somewhere in the start box (as designated by the lines at the end of turn 4). At no time shall P2 be ahead of P1 as they come through turn 3 and turn 4, up until the green flag is waved. The lead row must maintain pace car speed all the way down the backstretch and through turns three and four prior to the green flag waving. Race Control may use its discretion to modify starts and restarts as deemed necessary.

Blue Flag With Diagonal Yellow Stripe (Passing Flag).

The blue flag with a diagonal yellow stripe signifies that faster traffic is overtaking the cars being signaled. Cars being given this flag must prepare to yield to overtaking traffic by moving to the bottom of track. You must get your left side tires under the white line in the turns to allow faster cars to pass you when you are given this flag. When two or more cars are competing for track position, and the entire group is given the passing flag, all cars in that group are expected to slow down, get single file, and allow the overtaking traffic to go by, then they may resume racing. Lapped cars that use the passing flag as a tool to pass the cars they are racing with may be penalized.

Yellow Flag (Caution)

The yellow flag signifies caution, and this flag will be given to the first car passing under the flagman immediately following the occurrence of the cause for caution. Under no circumstances will any car in any SMS division race back to the caution flag. The line up and restart procedure will revert back to the last scored green flag lap. Race Control will determine which lap will be scored, based upon if the balance of the field had crossed the start finish line or not. Race Control will use electronic transponder scoring, in addition to manual hand scoring (as back-up) to determine the position of all cars relative to the last scored lap. That order, along with those cars deemed as the reason(s) for the caution (placed at the rear of the field) will remain single file until receiving the “double up” signal from the flagman. Cars must immediately slow down to a cautious pace on all yellow flags and fall into single file order. The SMS Caution (Pace) Car shall pick up the leader at the exit of pit road (exit of turn two), and no car may pass the Caution Car unless directed to do so by Race Control. The flagman will give the Double Up/one to go signal, typically at the same time, indicating we will go green next time by. Cars returning to the race track from the pits while the yellow flag is out must join the rear of the field in the order they came out of the pits, or as directed by Race Control or the Pit Road Official. No pit crews may push, service, or repair any wrecked or damaged car on the racing surface. The car has to be in its designated pit stall, or behind pit wall, before any work may commence. Cars that have pitted for repairs may rejoin the rear of the field at any time. All cars on pit road shall observe and obey the SMS Officials at each end of pit road, each one signifying your ability to enter and exit pit road. Any contact on the track under yellow may be penalized.

Red Flag (Race Stop)

The red flag will be shown when Race Control determines that the track is unsafe or if the deployment of safety vehicles deems it necessary. All cars will safely come to a stop immediately in an orderly fashion. Drivers may only exit their cars under red flag conditions when given permission by an SMS Official. Cars that have stopped on the racing surface or on pit road during a red flag may not be worked on or serviced by anyone. All work on any cars that are on pit road or behind pit wall must stop during red flag periods. Cars returning to the race track from the pit area while the red flag is out must wait in their pit stall until the yellow flag is displayed before moving. You may not move your car under a red flag condition unless instructed to do so by an SMS Official.

Black Flag (Report to Infield Immediately)

The Black Flag means go to the infield immediately and report to an SMS Official for consultation (it does not mean automatic disqualification). When you receive the black flag, the flagman will point at your car and wave the black flag and Race Control will call your car number out and ask you to report to the infield for consultation. Consequently your car number will be posted on the pit board in turn one and your pit road Official (for SK and LM) will alert your crew that you are being black flagged. Since all cars are in direct communication from Race Control, you will know immediately when you are given the Black Flag, and your scoring will stop at the completion of the second lap after receiving the Black Flag. It is your responsibility to monitor Race Control to know if you are being black flagged.

White Flag (One Lap to Go)

When the white flag is displayed it means the leader has started their last lap. If, on the white flag 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 racing on the race track and will revert back to the last scored green flag lap (EIRI). On the ensuing restart, there will be a green, white, and checker finish (2 complete laps) for feature events (see checkered flag rule). Qualifying races may receive the “red-checkered” during this situation, and their race is declared complete, and the official finish will be the running order on the lap before the yellow was displayed, minus any caution involved cars. No car may receive any assistance on the race track after the white flag has been displayed.

Checkered Flag (End of Race)

When the checkered flag is displayed it means the race is completed as you cross the start/finish line. The race is not complete until the leader crosses the start/finish line on the last lap. All feature races will end with a green, white, checkered finish (EIRI). When the checkered flag is displayed to the leader, the balance of the field receives the checkered flag in that same lap. Finishing positions will be paid according to most laps traveled in the least time, whether the car is still running or not. The second and third place finishers are required to report to the Victory Lane area after the feature race event.

The top 3 finishing cars must turn left onto the mini mile and pull into Victory Lane with the car facing turns 3&4. **Any team that deviates from our standard Victory Lane procedure may be penalized.**

All podium cars must pull forward and turn right onto pit road when exiting Victory Lane. All foot traffic must exit Victory Lane via the flagstand gate into the main grandstand area. Cars may not receive any service in Victory Lane.

Violations and Disciplinary Action

General Scope of Penalties

Penalties for violation of rules are determined by the gravity of the violation, its effects on fairness of competition, the history of the individual, the orderly conduct of the event, and the interests of SMS.

All Car owners, drivers, pit crew members, fans, employees and vendors are subject to disciplinary action for misconduct or violation of any SMS rules.

The driver is responsible for the actions of his team members. Disciplinary action may be taken upon the driver for actions of his team members.

Electronic Scoring

All Cars competing at SMS must have a scoring transponder assigned and attached to your racecar during every event. Transponder information and mounting details are available below. It is your responsibility to keep your transponder working correctly. You may not start an event without a working scoring transponder (EIRI).

Safety

Competitors are solely and directly responsible for the safety of their race cars and all associated equipment, and are obligated to perform their duties (whether as a car owner, driver, or pit crew member) in a manner designed to minimize to the degree possible the risk of injury to themselves and to others. SMS Officials may use their discretion relating to the useable condition of all competitors' safety equipment.

All Stafford Motor Speedway SK Modifieds®, Late Models, and SK Lights are required to have the following driver side door bar anti-intrusion plates installed:

A magnetic steel anti-intrusion plate made from a minimum thickness of .080 sheet must be securely welded to the outside of the left side door bars. The anti-intrusion plate(s) must fill the area between the horizontal centerlines of the top and bottom door bars, and vertical centerlines of main roll bar, and the left front roll bar leg. The plate(s) must be formed to match the curvature of the door bars. Individual plates, if used, should be made as large as possible. All plate(s) must have the corners fastened / welded. To facilitate emergency removal of the left side door bars, the anti-intrusion plate(s) must have six (6), 2-1/8 inch diameter holes cut in the anti-intrusion plate, with three (3) holes forward of the front vertical supports and three (3) holes rearward of the rear vertical supports in the following locations:

The upper two (2) holes must be centered vertically between the left side door bars, at an on-center distance of three (3) inches from the center of the front vertical support and the rear vertical support.

The middle two (2) holes must be centered vertically between the left side door bars, at an on-center distance of three (3) inches from the center of the front vertical support and the rear vertical support.

The lower two (2) holes must be centered vertically between the left side door bars, at an on-center distance of three (3) inches from the center of the front vertical support and the rear vertical support.

Equipment

Helmets

SA2000 or SA2005 rated full-face helmets are mandatory for all motor vehicle events. The helmet and a face shield or other acceptable eye protection must be worn at all times during any event.

Seatbelts

Each car must be equipped with an SFI rated and approved 5 or 6 point seat belt system. The belt latching mechanism must provide a common connection and release for the lap belts, shoulder belts, and the anti-submarine (crotch) belt(s). The seat belts must be installed in accordance with the directions provided by the belt supplier and/or manufacturer. The belts must be bolted to the roll cage/frame using the appropriate diameter Grade 8 bolts, washers, and locknuts. Where the shoulder harness lays across your shoulders, it must pass over a bar located at shoulder height, and the belts must pass through the cut-out in the seat without contacting the seat cut-out. Date stamps must be visible and must indicate that all belts are no more than 3 years old.

Please refer to the following information regarding seat belt installation:

http://www.circletrack.com/safety/ctrp_0712_seat_harness_mount/index.html

Seats

Each car must be equipped with a commercially manufactured aluminum oval track racing seat. The seat must be securely and professionally mounted to the roll cage, utilizing 3/8" diameter Grade 8 bolts, washers, and locknuts. The installation of the seat must be acceptable to SMS Officials. All seats are required to have commercially manufactured and padded head supports, shoulder supports, and leg supports (2 of each). The 6 supports must be installed in accordance with the directions provided by the supplier and/or manufacturer.

Please refer to the following information regarding seat installation:

http://www.stockcarracing.com/howto/134_0406_seat_mounting/index2.html

Window Nets

An SFI rated nylon window net must be installed in the left side door window opening. It must be positioned to cover the driver. The window net must be rib type, made from 3/4" or 1" wide nylon material with a minimum 1" and a maximum of 2-1/4" square opening between the ribs. The minimum window net size is approximately 22" wide by 16" high. All window net mounts must be a minimum 1/2" diameter solid steel rod on the bottom and a minimum 1" wide by 3/16" thick flat steel bar, or a minimum 1/2" diameter solid steel round bar on the top, with mounts welded to the roll cage. The window net, when in the closed position, must fit tight and be secured with a lever-type quick release latch acceptable to SMS Officials. The lever must be secured by a detent ball in the lever and may be supplemented by a Velcro® fastener only, pins or clips will not be permitted. The latch must mount at the top in the front to roof bar (#3) and release from the inside.

Date stamps must be visible and must indicate that the net is no more than 3 years old.

Fire Safety

Each car must have an approved fire extinguisher or FireBottle type suppression system installed for the driver's safety. All extinguishers and systems must be securely and mechanically fastened, and be fully functional and operational. The fire extinguisher or system must be of an approved class of 1301 Halon or equivalent.

Fire Suits

Each driver must wear an SFI rated and approved fire suit, and SFI approved undergarments, including a top, bottom, and socks.

Gloves and Shoes

SFI approved fire retardant racing gloves and shoes are mandatory.

Car Appearance

All competitors are expected to field a well maintained and professional appearing car at all times. Divisions with a "Stock" body must retain the stock OEM look, contour, lines and angles. Regular maintenance of the car's appearance is expected throughout the season. At their discretion, the SMS Officials may instruct competitors to change or maintain all appearance items during the season. Numbers (approved and registered by SMS) must be at least 18" in height and be placed on both front doors and on the roof, facing the grandstands and the scoring tower. The driver's name should be on the grandstand side of the roof in approximately 3" tall letters. A 3" tall number must be placed on the top passenger side corner of the windshield and on the passenger side of the taillight panel. The car numbers must be paint or vinyl decals, and they must be in high contrast to the cars paint scheme. Reflective and Chrome type vinyl or paint is not recommended. SMS Officials may use their discretion in requesting color changes due to poor visibility and scoring issues. SMS Officials reserve the right to assign, approve or disapprove of any advertising, sponsorship or similar agreement in connection with any competitor, car, or event. All lettering/decals/signs must meet the approval of the SMS Officials.

Owner/Driver/Crew/Team Members are all subject to all applicable rules and agreements found in their corresponding divisional rules the SMS General rules. Additionally, the drivers are responsible for the actions of all their team owners, pit crew personnel, and associated team members.

Provisional Starting Spots

Provisional Starting Positions

When applicable, SMS may add two additional starting positions, available to the highest positioned drivers in the current SMS Championship point standings, who have not qualified for the event.

Past Champions Provisional Starting Position

When applicable, one additional starting position is available to the most recent SMS Divisional Champion who has attempted to, but not qualified for, the event.

Past SK Light Champion Provisional (SK Feature)

One additional starting spot will be added to the SK Modified® feature for the previous season's SK Light Modified champion who has attempted, but not qualified for that night's SK Modified® event. The SK Light provisional will be available for a maximum of 3 events throughout the race season.

Promoters Option

SMS reserves the right to add competitors to the rear of any starting lineup at their sole discretion. Additionally, SMS reserves the right to add cars to the rear of the starting field of any rescheduled race in which no laps have been completed. These positions will be filled in according to points earned during the current year.

Rookie Status

In order to be granted Rookie consideration, a driver may not have competed in more than five (5) races in your selected (or higher) division at SMS in any previous season.

All divisional Rookies must have a yellow stripe on their rear bumper during all practice, qualifying and feature events. The yellow stripe must be at least half the length of the rear bumper. In order to be considered for the NAPA and R.A.D. Automachine Rookie of the Year (R.O.Y.) Awards, a driver must compete in at least 50% of the feature events during the course of the current season. Rookies may not have another driver qualify a car for them.

R.O.Y. Winner Obligations

The R.O.Y. must attend the Stafford Awards Banquet in order to be eligible to receive the bonus money installments the following season. If the current R.O.Y. as determined from the previous season is not eligible for this award, the award will then be available to the next highest finishing eligible rookie driver in the previous season R.O.Y. points standings.

The current R.O.Y., as determined from the previous season, will be awarded \$100 for each event attended, starting with the first event of the current calendar year and continuing each consecutive event until the total award amount for each division is distributed. To be eligible for the R.O.Y. Award bonus payments, the driver must attempt to qualify.

Feature Winner Obligations

After completing technical inspection, all feature winners are required to report to the press box for post-race interviews. Failure to do so will result in a \$100 fine.