

ECM Speedway General Rules
Raceceivers Mandatory in all Divisions

All cars must have a number on the TOP OF CAR and right side large enough for score keeper to see. If more than one car has the same color number, anyone signing up after the initial number car must add something to car number to avoid confusion.

GENERAL RULES ALL DIVISIONS

1. WE EXPECT COURTEOUS CONDUCT FROM ALL PARTICIPANTS AT ALL TIMES.
2. THERE WILL BE NO DRINKING OF ALCOHOLIC BEVERAGES IN THE PITS BEFORE OR DURING THE RACING PROGRAM.
3. DRIVERS ARE RESPONSIBLE FOR THEIR CREW!! ANY DRIVER, CAR, OWNER, MECHANIC, OR CREW MEMBER WHO ENCOURAGES OR TAKE PART IN ADVERSE DEMONSTRATION OR FIGHTING IN THE PITS, TRACK, OR SURROUNDING Premises BEFORE, DURING, OR AFTER A RACING EVENT SHALL BE ASKED TO LEAVE, AND WILL BE SUBJECT TO SUSPENSION, LOSS OF PRIZE MONEY, AND/OR FINED.
4. FIRE SUITS AND GLOVES ARE REQUIRED IN ALL DIVISION. IF TWO PIECE SUIT IS WORN TOP AND BOTTOM MUST BE WORN AT ALL TIMES ON THE TRACK. HELMETS ARE REQUIRED AND MUST HAVE FACE AND EYE PROTECTION.
5. ALL CARS ARE SUBJECT TO INSPECTION BY TRACK OFFICIALS AT ANY TIME.
6. ALL CARS MUST HAVE WORKING BRAKES, START ON THERE OWN POWER, AND HAVE A WORKING REVERSE GEAR. TOW HOOK UPS ARE REQUIRED ON THE FRONT AND REAR OF CARS.
7. A QUICK RELEASE HARNESS NO LESS THAN THREE INCHES WIDE WITH A MINIMUM OF 4 MOUNTING POINTS IS REQUIRED
8. CAR NUMBERS MUST BE AT LEAST 18 INCHES ON BOTH SIDES OF THE CAR AND THE ROOF.
9. ALL WEIGHTS IN CARS MUST BE BOLTED, WELDED OR PINNED. ANY PINNED IN WEIGHTS MUST SECURE WITH TAPE OR ZIPTIES. ALL WEIGHTS MUST BE PAINTED WHITE WITH CAR NUMBER ON THEM

10. ALL DRIVE SHAFTS MUST BE PAINTED WHITE.
11. NO MIRRORS ALLOWED IN RACE CARS.
12. NO RADIOS OR ELECTRICAL COMMUNICATIONS.
13. AT THE END OF EACH FEATURE RACE THE TOP THREE CARS MUST COME DIRECTLY FROM RACE TRACK TO SCALES AND TECH STATION. FAILURE TO GO WILL RESULT IN DISQUALIFICATION.
14. ONLY DRIVERS AND TRACK OFFICIALS ALLOWED IN THE TECH AREA DURING INSPECTION. ANYONE WHO COMES TO TECH AREA WILL BE ASKED TO LEAVE, IF THEY DO NOT LEAVE THE CAR THEY ARE WITH MAY BE DISQUALIFIED AND OR SUSPENDED.
15. TRACK MANAGEMENT RESERVES THE RIGHT TO UPDATE, MODIFY, AND OR DELETE RULES WITHOUT PRIOR NOTIFICATION.
16. REMEMBER THAT IF THE RULE-BOOK DOES NOT SAY THAT YOU CAN DO IT THEN YOU PROBABLY CAN'T! SO IF YOU MUST GET "INNOVATIVE", TRY IT IF YOU MUST BUT DON'T GET MAD IF YOU ARE FOUND TO BE ILLEGAL!
17. WE @ ECM WILL DO EVERYTHING POSSIBLE TO PROTECT THE RACERS AND THE INTEGRITY OF THE STOCK CLASSES!
18. LET THERE BE NO MISTAKE IT IS THE DRIVERS RESPONSIBILITY TO BRING A LEGAL CAR. "GOOD LUCK IN POST RACE INSPECTION"
19. IF IT IS IN BLACK AND WHITE IN THIS RULE BOOK THERE WILL BE NO GRACE PERIOD SO IT IS EITHER RIGHT OR WRONG.

RACING PROCEDURES ALL CLASSES

1. INITIAL STARTS

A. INITIAL DOUBLE FILE STARTS WILL BE AT THE CONE IN TURN FOUR. THE POLE SITTER WILL INITIATE THE START OF THE RACE.

B. THE FRONT ROW WILL HAVE ONE CHANCE TO START THE RACE. IF THERE IS A FALSE START WHOMEVER JUMPS THE START WILL BE PENALIZED ONE ROW.

C. ON INITIAL START IF A CAR SPINS OUT ON HIS OWN AND THE CAUTION COMES OUT THAT CAR WILL RESTART AT THE REAR OF THE FIELD IF LAP COMPLETED.

D. ON INITIAL START IF THERE IS CONTACT BETWEEN TWO OR MORE CARS AND SOMEONE SPINS OUT THEY WILL RESTART IN THEIR STARTING POSITION. (IF NO LAPS HAVE BEEN COMPLETED)

2. RESTARTS

A. FOR DOUBLE AND SINGLE FILE RESTARTS, THE LEADER OF THE RACE WILL FIRE/START AT LINE.

B. ON ALL RESTARTS DRIVERS MUST STAY IN LINE UNTIL THEY HAVE PASSED THE CONE IN TURN FOUR.

C. DOUBLE OR SINGLE FILE RESTARTS WILL BE DECIDED BY TRACK OFFICIALS

GENERAL TRACK RULES

1. IF A DRIVER CAUSES TWO CAUTIONS IN A SINGLE RACE, EITHER BY SPINNING OUT ON THEIR OWN OR BY CONTACT WITH ANOTHER CAR, THEY WILL BE SENT TO THE PITS.

2. ANYONE WHO GOES TO THE PITS FOR ANY REASON WILL RESTART AT THE END OF THE FIELD.

3. LAPPED CARS WILL RESTART BEHIND ALL LEAD CARS.

4. WE DO NOT RACE BACK TO CAUTION. LINEUPS WILL BE DETERMINED BY LAST COMPLETED LAP.

5. TWO- COURTESY LAPS WILL BE GIVEN FOR FLATS. DURING THE RACE NO COURTESY LAPS WILL BE GIVEN DURING HEAT RACES

FLAGS

GREEN -- BEGIN RACING

RED--STOP

BLACK-- GO TO YOUR PIT

BLUE AND YELLOW-- HOLD YOUR LINE

YELLOW--CAUTION

WHITE-- ONE LAP REMAINING

CHECKERED-- RACE IS OVER

PROTEST

Revised Protest Rules ECM Speedway June 2019

Technical Protest will be made after the Feature ONLY

One Person from protesting car, a total of three from the protested car, one being the driver are allowed in the tear down area while car is being torn down. NO Other spectators, pit crew, family, friends etc are allowed in this area during any time until Tech man is finished with tear down and decision has been made. Failure of drivers to comply with this rule, limit people in area, disorderly conduct from any one in area, and or failure to maintain good sportsmanship will automatically **DQ** protested and or protester

Protest may be filed by driver only.

1. Protest will be accepted/denied along with US currency to cover cost of said protest. Official has the right to deny any protest.
2. Protest Must be made to the scale man/Tech as soon as the car leaves the track, protester and their car can not leave the scales until protest is valid. Protester must exit off track and report directly to scales/tech man Failure to follow this procedure will result in denial of protest. Protest must be made within **10 minutes** following the falling of the flag ending the race. **PROTESTER MUST BRING HIS/HER CAR TO SCALES TO FILE A PROTEST.**
3. Only the top 5 (five) of a feature can be protested and the protester must have finished in the top 5 of that feature, taken the checkered flag on the lead lap. Protester may skip one spot only.
4. After protest fee has been posted and accepted, NO withdrawals NO Refunds.
5. If a driver refuses to be torn down after protest is determined to be valid, driver will be considered illegal and lose money for race and forfeit **ALL** points accumulated at ECM for racing season up to refusal.
6. Any visual protest must be made 15 minutes before start of feature race of the race night. One visual on one car per driver per night. Any driver making a visual protest will submit to the same procedure on their car.
7. NO car may leave the premises until 15 minutes after completion of race.
8. If a driver refuses to be torn down after protest is determined to be valid, driver will be considered illegal and lose money for race and forfeit **ALL** points accumulated at ECM for racing season up to refusal.
9. Car being protested can counter protest within 5 minutes of being protested. If both cars are illegal Track will retain 100% of fees.
- 10.. No driver will be eligible to protest if he or she has brought out 2 caution flags
11. Carb and distributor may be checked as visual but will also be considered as part of a top engine protest.
12. In the event of a full engine protest, engine may be retained by ECM to tear down and inspect at a time determined to be acceptable to all parties.
13. ECM reserves the right to tear down any car at any time. \$100 will be given to owner of car if found to be legal.
14. Cost of protest:
 - \$50- check wheelbase
 - \$150 – check flywheel and clutch
 - \$200- Check oil pan (must pull head to pull pan}

\$300- One Head(Bore and stroke checked)

\$600- Everything on car

\$900- Crate Engine