

GENERAL TRACK RULES – MOTOR MILE DRAGWAY

UPDATED 11/15/2019

The Dragway management and officials will establish the length, frequency and administration of all events and programs and when their decision is rendered, the decision is FINAL and BINDING.

Any complaints, disputes, questions or problems must be directed to the Race Director immediately.

Any fighting or reckless driving in the pit area may subject the offender to suspension, depending on the seriousness of the incident and the decision of management. Any continued problems from the same individual may result in permanent suspension.

We demand courteous conduct from all participants at all times. We will not tolerate profanity in front of race fans, officials or management. Profane signs on your car, sex signs, etc. are forbidden. We expect you to look like a professional and act like one! Be clean, uniformed and look respectable.

The display of any type of weapon or threat of bodily harm will result in permanent suspension for the driver and his or her entire racing crew and will result in arrest of all parties involved.

No participants will be allowed in the pit area until he or she has signed the waiver and release sheet for that particular event.

The Dragway assumes no responsibility for damage to or loss of your equipment, vehicle or any parts by any means whatsoever.

No electronics will be allowed in the Footbrake, DOT, or Jr. Dragster categories. Delay boxes must be out of the car. No working transbrakes will be allowed. Air or electric shifters are allowed.

In the DOT class, only street legal DOT approved tires will be permitted and exhaust must be run through the mufflers.

Any driver caught using an illegal electronic device will be disqualified from the event and will lose all points and points money for the season.

If a racer decides to run more than one class, it is up to the racer to keep up with the race program.

No two drivers may enter the same car in the same class in a points race event; unless waived for a special event.

When qualifying for a qualified field, you must qualify during scheduled qualifying runs for that event. No shake down runs after the first round.

No time runs after rounds begin.

Long pants, shirt and shoes are required in all classes, unless a fire suit is required.

Helmets and long pants are recommended in all classes and required for anyone going 8.59 or quicker and ALL Jr. Dragsters.

IHRA safety rules will be followed according to your E.T.

Dial-ins may be changed after any rain delay.

Once you cross the line at the back of the staging lanes, do not change lanes or leave the lanes. Cars are not paired until staging director appoints them.

While in the staging lanes you must be ready to race.

Staging lanes will be run at the staging lane director's discretion.

In the event cars are left in only one lane, lane choice will be determined by draw of high card.

Round robin may be used at any time.

If your class is called to the staging lanes and you miss the entire round, you will not be reinstated.

Burnouts are allowed in the water box only.

All vehicles must have at least one working taillight.

All motorcycles must have a working taillight mounted behind the seat or on the wheelie bars.

All motorcycle competitors must have protective clothing according to their E.T. All motorcycle and four-wheeler competitors must have on boots, leather or Kevlar jackets and gloves. Motorcycle and four-wheeler competitors quicker than 6.99 must wear leather pants.

All purses must be collected on the night of the race; pay window closes 10 mins. after conclusion of finals.

Golf carts, scooters, ATVs, etc. must have a car number on them. Misuse of these vehicles could lead to disqualification.

Excessive braking could result in disqualification.

If you choose to shallow stage your vehicle and you receive a red light, it will stand as a red light. NO EXCEPTIONS.

Courtesy staging is recommended. Do not final stage your car until your opponent has pre-staged. In the event of a burn down situation, when the official starter has given each driver sufficient time to stage, he will then motion both cars in. At that time, you will have 10 seconds to stage. If neither car has staged at the end of the 10 seconds, both cars will be disqualified.

Deep staging will be allowed. DEEP must be written on your back glass and windshield. (Deep staging in non-electronics classes will be run on a manual tree; all others will be run on auto start.) Final motion must be a forward motion.

Your dial must be clear and legible on the front windshield, driver's window and the rear window. The dial-in must be on your car prior to crossing the line at the front of the staging lanes. Check your dial-in box and do not stage your car until your dial-in is on the scoreboard. If your dial-in is wrong on the scoreboard, notify an official immediately. If you stage your car, you have accepted the run and the results are final.

If you red light and your competition is unable to cross the finish line, they are still the winner of the round.

If your car breaks in the staging lanes, you have five minutes or until the end of the round, whichever is greater.

The line at the front of the staging lanes is the commitment line to race. If you break after you cross the line, you then have twenty seconds to make the start before the other driver is told to stage. *This applies to bracket classes only.*

If you break before you make a pass down the track and you wish to leave, you will receive your entire entry fee back. If you break after you have made at least two passes down the track, you will receive your entry fee less spectator admission.

Lane choice goes with bye-run car. Bye- runs carry over in all classes. Heads-up classes excluded.

Bye-runs will be determined by Lucky Bucks participants, with the winner receiving the first bye-run (or lane choice in the event that there is not a bye-run that round). If no Lucky Bucks cars are left, the bye-run will go to the driver with the best reaction time from the previous round. If all cars remaining have had a bye-run, cards will be drawn to determine the next bye-run. Bye-runs will carry over in all classes, for the exception of heads-up classes.

All bye-runs must take the tree, except in the case of breakage.

Buy-backs are available each week. Buy-backs are eligible for bye-runs once back in eliminations. Drivers who buy-back will receive 10 points per round won after they buy-back. Buy-back drivers are eligible for round money.

Junior Dragsters must be towed or pushed to the staging lanes. Junior Dragsters must be picked up by a tow vehicle at the end of the run and towed back to the pits.

No assistance by the crew members will be allowed after the car pre-stages.

Every car will be issued a number and will receive points. Drivers will receive 10 points for each race entered and 10 round points for each round of competition won. Additionally, race winners will receive 1 point for an event win. No transferring of points from one class to another.

INDEX CLASSES

Index classes are governed by all applicable general track rules.

5.95 & 6.95 Index Classes are on 4/10s Pro Tree.

Door Cars only in Index classes.

No buy-backs in Index classes.

No Dragsters or Roadsters allowed.

Deep staging allowed but not guaranteed.

One round of qualifying for the first round bye-run.

After the first round, bye-runs are determined by the best reaction time. Bye-runs do not carry over.

Lane choice will be determined by the car closest to the index without going under.

No down track ET killing devices allowed on Index cars.

RAIN POLICY: If Motor Mile Dragway cannot complete a race due to rain, curfew, oil downs, or other occurrence and two rounds of the program have been completed, the race will be considered official. Winner / Runner-Up / Semis money will be split between all remaining competitors.