



## 2025 General Rules

### GENERAL / SAFETY

1. It is mandatory for all persons entering a restricted area of the Track to read and execute all pertinent waivers and releases.
2. These Rules and or Regulations set forth do not express or imply warranty of safety.
3. The pit area has a 5 mph maximum speed limit.
4. No Person under the age of 14 allowed in Hot Pits.
5. Firearms are prohibited on Track Property, except for working security and law enforcement.
6. No Alcoholic Beverages or Controlled Substances. Offenders are subject to suspension and or arrest. Abusive language, fighting or physical abuse will not be tolerated. Offenders are subject to suspension, fine and, or arrest.
7. Any driver exiting a race vehicle on the racetrack unless directed to do so by a Track Official or in the response to an emergency is subject to disqualification.
8. All drivers are responsible for the conduct of their crew members and associates.
9. Equipment not conforming to specifications stated herein may be impounded by the Track. All cars are subject to inspection by officials at any time.
10. Injuries incurred at the Track must be reported to Office prior to leaving the Track premises. Failure to do so will result in Denial of Insurance Claims.
11. All drivers must be ready to compete in their scheduled event. Any driver late for Qualifying, will qualify last and only get 1 Lap. Any car arriving after Time Trials will start last in the Heat Race or Feature Race. If there is no Heat Race for the specific class.

12. All events are scored in relation to the Lead Car. Scoring protest must be registered within 10 Minutes of the posting of event results. 13. All drivers are responsible for understanding flag signals

14. The following signals apply

15. Green Flag : Begin and Maintain Racing Pace

16. White Flag : 1 Lap to Go

17. Black Flag : Go To Pits Immediately

18. Red Flag : Danger : Stop Immediately

19. Yellow Flag : Caution : Slow to Pace Speed : No Passing 20. Blue Flag : Allow Lead Cars to Pass

21. Checkered Flag : End of Race.

22. When the Caution appears all cars must slow to PACE speed and tail the car ahead. At the discretion of the Race Director, the offending driver and or drivers may be started in the rear of the field. All other cars will restart in the running order of the last completed Green Flag lap.

23. Layover Flag: Any driver being showed the Layover Flag must hold their line for the leaders unless otherwise directed on the RaceCeiver.

24. Initial starts of the race, cars must remain in Double File until the Green Flag. **WHEN THE GREEN FLAG FLIES YOU ARE TO GO WHETHER YOU LIKE THE**

**START OR NOT. IF THE START IS BAD WE'LL THROW THE YELLOW ON THE BACK STRAIGHT. IF YOU FAIL TO TAKE OFF YOU WILL BE SENT TO THE REAR. NO EXCEPTIONS.**

25. If one (1) Lap is not completed, all cars retain their original position. Any car going into the pits during this caution that return to the track will restart in the rear. No exceptions. Front row cars will be moved back one (1) row after a second (2nd) start attempt. Jump re-starts will be called back at the discretion of the Flagman.

26. Restarts: If 1 lap has NOT been completed, cars involved will retain position unless you go to the pit area. If so you restart at the rear. After one lap has been completed restarts will be double file until the third caution flag then we'll go to single file restarts for the remainder of the event.

27. Cars not responding to Black Flag, or not getting in Directed position will not be Scored or Paid

28. Race will be Official if Time limit expires or Laps are completed. Laps may be cut due to time limit.

29. NO RADIOS are permitted. No two-way communication period! No signaling devices of any kind permitted. (Disqualification, no exception!)

30. RACE-CEIVERS are Mandatory (Frequency 454.000) ANYTIME YOU ARE

### ON THE RACE TRACK

31. Any Car Causing two (2) Caution Flags in the Feature will be done for the Night.
32. CALLS: If the Leader is Spun, Car that hit will go to the Rear, Lead Car will retain Lead.
33. If there is a spin out or wreck other than the leader, with a Yellow called, cars that the Yellow was called for will go to the REAR. If it is deemed that another car hit and caused the Spin that car shall go to the REAR also.
34. If a Car goes past the Hot Pits which ends at the Track Entrance it will not be allowed to Re-Enter the Event.
35. Intentional Wrecking: Any Driver intentionally running into another Car will be Black Flagged and Disqualified from the Event and will be subject to Disciplinary Action, and will forfeit all monies earned that Night.
36. Rough Driving: Rough Driving will not be tolerated. The General Rule is Car causing the caution will be moved to the Rear of the field as Directed by the Race Director or Track Official. If there are cars that are more than one lap down, the cars involved may be moved to the end of the line of lead lap cars. Nonincidental contact between cars may subject either car to Disciplinary action.

Decision of the Officials in charge is FINAL.

37. Three (3) Courtesy laps will be given for a flat tire incurred under caution, unless Driver deliberately brings out said caution. Any Driver considered being causing a caution by deliberately stopping is subject to Disciplinary action.
38. Fuel In all Classes will be Gas Only: E-85 OK: No Alcohol or Nitrous
39. Any Disqualification at an Event equals Driver and Car are done for the Night.
40. Driver Changes during a Nights event must be approved by the Race Director, before said change.
41. A Driver cannot change Cars after the Start of an event.
42. Money from the night's event will be paid to the person of record on file at the track office. All required forms must be executed before Money will be released.
43. Personal Vehicles. Other than those towing a race car will not be allowed in the pit area.
44. ATVs are allowed in the pit area. All ATVs must adhere to all pit speed limits and safety regulations set forth by Smoky Mountain Speedway. Anyone operating a ATV outside these guidelines will forfeit their ATV privileges and said ATV will be impounded for the Night.
45. No signaling devices of any kind permitted!

46. Injuries received at the track must be reported to officials before leaving premises. Failure to do so may result in non-payment of insurance claims. All claims must first be submitted to your insurance carrier.
47. Top 5 cars will be weighed after qualifying or heat races and after the feature race.
48. All weight must be painted white, have driver's car number painted on the weight, and have a minimum of two bolts holding weight on. Any car losing a piece(s) weight will result in the disqualification of the driver for the night's racing.

#### **PENALTIES**

1. Rough Driving: Disqualified for the night, 2nd Offense 2 week Suspension
2. Fighting: Aggressor will be Escorted from the Speedway, Disqualified and Fined \$250, 2nd Offense 2 weeks suspension \$500 fine.
3. Any Driver /Crew member that enters another drivers Pit will be the Aggressor.
4. If the Incident occurs away from either parties Pit, All Involved may be judged as the Aggressor
5. Any Person using abusive language or physically abusing any Track Official will be fined and suspended from the Speedway.
6. Smoky Mountain Speedway reserves the right to increase or decrease any penalties based on the severity of any incident.\*\*\* Many calls made by officials during a race event are judgment calls and are made based on information at hand during the event. Judgment calls may not be appealed and are not subject to review or change after a race event. Any driver or crew who comes to the press box during a race to dispute a call will be disqualified from that night's event.

#### **PROTEST**

ONLY TOP 3 Finishers in Feature Event will be allowed to Protest.

3rd Place may only Protest 2nd.

2nd Place may Protest 1st and counter

3rd Place. 1st Place may counter 2nd Place Only.

The Driver must Lodge Protest before leaving the Scales after the Feature Event. Money must be paid in Cash at that Time.

Protesting Driver must state exact Protest.

A Protested Driver may Counter Protest.

Any Driver that refuses to tear down will be deemed illegal, and will forfeit all monies and points for that event, also said Driver will start at the rear of the field in the next event they compete in at Smoky Mountain Speedway.

During a Protest/Tear down, all technical specifications will be inspected and enforced.

2 Persons from each team involved will be allowed in the Tech room only, unless granted permission by the Race Director.

Tear down/Protest will take place night of the event; all monies will be held until Tear down is completed.

Any Driver that is deemed illegal in anyway during the 2025 season more than once will not be eligible for the Track Championship in their class.

\*Tech Procedure for Crate Engines:

All Crate Engines must remain stock as they came sealed from the factory. They must not be altered, modified, or changed from factory specs. All engines will be checked by the latest GM tech manual and any other data or reference material may and will be used.

Once a protest has been lodged, paid, and these procedures have been read, there will be No Backing Out of protest without forfeit of monies. At this time engine seals and seal date will be verified and the engine inspection will begin. Any non-compliant part or parts will be stated at the end of the inspection. Engine teardown will consist of removal of intake, one cylinder head, camshaft, oil pan, one rod & piston and a main cap. At this time and to the tech inspectors discretion ONLY further removal and inspection of part may be needed. Any arguing will not be tolerated, period, and will result in removal or disqualification. Only 2 persons from each team will be allowed in the tech room. The same 2 from start to finish of the inspection.

See individual class rules for protest costs.

Visual Protest in all Classes will Cost 50.00 Track will retain 100% of Money for Visual Protest.

Visual Protest allowed after Heat Races Only.

Track will retain 30% of all other Protest Fees in all Classes.

### **TIRE PROTEST (all classes)**

Any car can protest a tire and have it sent to Blue Ridge for testing for \$125 (tire or fuel). Blue Ridge's decision will be final. All protests must be at the scales and be made immediately after qualifying and after the feature. Refusal is an automatic disqualification.

### **SAFETY RULES**

1. All drivers MUST have full driving suit to include racing gloves (Mechanix Gloves not permitted) and shoes.

2. All cars MUST have working fire extinguisher within reach of driver.
3. Helmets MUST meet ANSI Specifications.
4. Racing seats are mandatory, but MUST be factory manufactured aluminum and acceptable to  
Track Officials. Positively NO HOMEMADE aluminum, plastic, or fiberglass seats allowed. Seat MUST be properly installed and seat backrest cannot be moved back further than the trailing edge of the door.
5. Five-point racing harness required. MUST have manufacturers label and date and must be within two years. Any belts older than two years or that has no label WILL NOT be allowed.
6. Roll cage must be constructed of no less than 1 1/2 inch seamless steel tubing with a minimum wall thickness of .090. The cage MUST be welded to the frame in at least six places.
7. No bars outside of car. All bars within reach of driver MUST be padded.
8. All cars must have an approved fuel cell. Fuel cell MUST be enclosed in metal and mounted securely between rear frame rails with 1-inch square tubing. MUST have two straps going under and over the fuel cell. Must have rear firewall between driver and rear fuel cell.
9. All cars MUST have three windshield bars in front of driver, 1/8 inch x 1 inch minimum.
10. MUST have drive shaft loops. (Front and Rear) 1/4 inch x 2 inch minimum. Driveshaft MUST be painted white.
11. All added weight must be securely fastened with at least two bolts, and MUST be painted white with driver's car number written on the weight. Any car losing a piece(s) weight will result in the disqualification of the driver for the night's racing.
12. Battery MUST be enclosed in box and mounted securely.
13. All cars MUST have complete firewalls front and rear.
14. Blow-proof bell housing recommended or floorboard covered with belting.