

**There are no changes from 2022, however the red, bold text is still important to review.**

No expressed or implied warrant of safety shall result from publication or compliance with these rules and 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 track promoter shall be empowered to permit reasonable and appropriate deviation from any of the specifications written herein or impose any further restrictions that in his opinion do not alter the minimum acceptable requirement. No expressed or implied warrant of safety shall result from such alteration of specifications. Any interpretation or deviation of these rules is left to the discretion of the officials. Their decision is final.

1. **Raceivers are MANDATORY. You will not be allowed to race without one.**
2. If you, as a driver, run more than one class, you must purchase a pit pass for each class that you race. **NO car may run more than one class per night.**
3. **If driving in two or more classes, you must attempt to be competitive in all classes. You will not be allowed to "start and park", in this scenario, to earn start money and points. At the track's discretion, pay and points may be withheld, for all classes if this rule is violated. If you are driving in more than one class, it MUST be in different cars.**
4. All USRA rules apply at all USRA sanctioned events/classes. USRA members agree to abide by the official decisions.
5. Any rule amendments made by USRA during the course of the season will be considered a part of the rules for the affected classes.
6. Track officials shall have responsibility for rules and regulation enforcement at USRA weekly sanctioned events. At discretion of track official(s) in charge, any competitor may be disqualified for rule violations, hazardous equipment or hazardous actions. All disputes developing as a result of local track rules must be settled at the track.
7. No driver or crew member may enter the racing area until he/she has completed all releases, registrations and/or entry forms. No person will be allowed to sign release and waiver sheets for anyone other than themselves.
8. Consumption of alcoholic beverage by driver or his/her crew in advance of, or while competing in any sanctioned program is strictly forbidden. Any driver showing evidence of alcohol consumption will be required to leave the premises immediately and may be subject to a fine of no less than \$250. Use of illegal drugs at any time shall be cause for immediate, indefinite suspension and/or fine of no less than \$250.
9. No driver changes will be made at any time without previous notification of officials. All changes must be made in the pits only, at discretion of officials.
10. The driver is qualified and receives points, not the race car. Any driver wishing to change cars or engine options must be qualified to compete in the race for which he/she is changing cars or engine options, and must start at the rear of that race. Once a driver has changed race cars or engine options, he/she must finish the program with that race car or engine. NOTE: This rule does not apply if a track or event has a policy not allowing driver changes. Drivers changing race cars or engine options are not eligible for provisional position. Drivers changing cars, engine options, or provisional drivers cannot claim. Once race cars are staged, no driver/car changes allowed. Any driver allowing another driver to use his/her race car, or any driver changing cars when not qualified to do so, forfeits any points earned in that event.
11. No driver shall participate in any fight on the premises, or take part or participate in any action or activity considered detrimental to racing. Fighting on Tri-State Speedway property may land you in jail and a minimum of one year suspension from the property. Alcohol in the race area is prohibited and is restricted to grandstand areas.
12. No driver or crew member shall subject officials to abuse or improper language.
13. Driver is sole spokesman for car owner and pit crew in any and all matters pertaining to the race and the driver only shall take part in any arbitration with the officials.
14. Driver is responsible for the conduct and actions of their crew members. Unsportsmanlike conduct by drivers, owners and/or pit crews shall be grounds for disqualification and/or punitive action. Do not leave your pit area to confront another driver or crew. This applies to driver's crew members, as well.
15. USRA and promoter reserve the right to inspect race car at any time. They further reserve the right to disqualify any driver and race car from competition and confiscate any and all illegal parts. It is the responsibility of the driver and crew to disassemble race car for inspection when requested to do so. Refusal to comply will result in disqualification and forfeiture of prize money and points and may be subject to fine and/or suspension.
16. Approval of a race car by inspector shall mean only that it is approved for participation in a competitive event and shall not be construed in any way to mean that it is guaranteed mechanically sound, safe, or

completely legal. USRA, Tri-State Speedway and/or the inspector shall not be liable for any mechanical failure nor for any losses, injuries or death resulting from same.

17. Any car, under protest or claim, taken from premises without first clearing with official in charge will subject car and driver to disqualification and forfeiture of prize money and points.
18. Any driver or race car under suspension may not participate in any USRA or Tri-State Speedway event.
19. No driver, car owner, or mechanic shall have claim for damages, expenses or otherwise against USRA, Tri-State Speedway, touring series, special event, promoter, or any officials, by reason of disqualification, confiscation, or damage to, either race car or driver or both; and car owner, driver and mechanics agree the track is in safe condition if they take part in racing activities.
20. All drivers, car owners and mechanics assume full responsibility for any and all injuries sustained including death and property damage, at any time they are on the premises, or in route to or from the premises.
21. Any driver hitting another driver's car under non-racing circumstances, at any time, for any reason, will be suspended with no pay, no points and a minimum two weeks, and up to a maximum life time, suspension.
22. The race director will make all final decisions during a race and his/her decision will be final. No exceptions!
23. Officials shall have the responsibility for rule/regulation enforcement at Tri-State Speedway weekly events or specials, unless a sanctioning entity provides their own officials. At the discretion of a track official, the rules may be changed for safety reasons. Any competitor may be disqualified for rule violations, hazardous equipment or actions by themselves or their crew.
24. Tri-State Speedway reserves the right to change and/or modify these rules at any time, without notice.
25. You are responsible for checking the lineup boards and being ready for your race. When it is time to race, cars must be lined up (pre-staged) prior to the completion of the race in progress. If you fail to pre-stage you will go tailback. If you are racing the next race in another car/class, it must be in the pre-stage area ready to go for the next race. Car will also be allowed in the tech area.
26. Rain out policy will be absolutely no cash refunds. If races are cancelled due to inclement weather. Tri-State Speedway will issue rain checks (your ticket stub or wrist band) that will be good for a make-up race. Go to [Tri-StateSpeedway.com](http://Tri-StateSpeedway.com) for details on dates.
27. **Drivers must furnish Tri-State Speedway their valid social security number using the required registration form. Failure to furnish a valid social security number, or using a false social security number, shall result in disqualification. A tax ID Number, or EIN, is acceptable if driving for an owner or company.**
28. All drivers under the age of 18 must have a signed and notarized parental consent form from a parent or legal guardian and said document must be on file at Tri-State Speedway before the participant will be allowed on the track. You must wear proper fire and safety equipment when racing. No T-shirts, shorts or tennis shoes allowed. Fire resistant gloves, shoes, horseshoe collar or neck restraint device are required.
29. **We DO NOT race back to the yellow.** After crossing the start/finish line, all cars must get nose to tail. Do not argue about your position. We will put you in the proper line up position via Raceiver as you were scored when you crossed the line. Failure to follow instructions given via Raceiver could result in you being penalized and/or DQ'd.
30. **The next flag after the white flag ends a race, even if it is a yellow or red. If a yellow/red flag is issued after the white flag is given to the leaser, the last completed lap will be used to score the finish of the race, since we do not race back to a yellow/red flag. Your position on the track at the moment of yellow/red is NOT your finishing position as there is only one scoring loop at the start/finish line, which is at the checkered pole in the middle of the front straight and not the flag stand. Any car(s) that spin AFTER the white flag is issued and cause a yellow/red flag, the cars involved in causing the issuance of the yellow/red flag, will be placed tailback of the last scored lap.**
31. Two solo spins in the same race you will result in you no longer scored for that race and must leave the track. You will still receive any points/money for your finishing position, at the last scored lap, before your spin.
32. Do not stop on the track to force a yellow/red flag. Doing so will count as a solo spin and you will be placed tailback.
33. If you are spun by another car by track official's determination, you will get your spot back. Do not argue with track officials or you could be penalized and/or DQ'd.
34. **If involved in an accident, the courtesy "two lap" flat tire rule will apply only during a feature race. In a heat, or other race, you will not receive the "two lap" flat tire courtesy rule.** In either case, you will be placed tailback when re-entering the race.
35. If any person, other than a track official, works on your car on the track during a race or yellow/red flag, you will be placed tailback.

36. The top four, unless specified otherwise, finishers from each race will go to the tech area, as well as any other car(s), at the officials' discretion. Failure to go directly to tech area, after one cool down lap, will result in a disqualification. Only the tech officials, the top four, or otherwise requested, finishers, one crew member per car, unless specifically asked for more by the head tech inspector, and any other car(s) that was chosen by the officials, will be allowed in the tech area. Any other variation of this will result in you being disqualified, unless you are competing in the next race, in which case, you may have a crew member waiting with your next car.
37. **The race begins at a slow pace with the front row car(s) exiting turn 4. The pole sitter/leader sets the pace. The other cars shall follow no more than a half a car length behind the car in front of them. No lagging. If you start the race in Turn 3, the race will not be started. There is a red line on the inside and outside wall of Turn 4. This is the start line.**
38. **We use the Delaware X Double File system for restarts in all races with the leader alone on the front row and the rest of the field lined up behind the leader side by side. 2nd place car gets to decide if they want to start on the inside or outside row. 2nd & 3rd place cars must stay behind the leader and not beside his rear quarter panel. 4th position will always be on the inside row. Restarts will start at the exit of turn 4 when the flagman throws the green flag. When the green flag drops, the race has begun and you may then pass.**  
***38a. On original complete feature restarts, meaning zero laps have been completed/scored for a race stoppage due to a caution/red flag for an on track incident, AND the involved car(s) cannot continue, we will "X" or cross the restarting positions to fill the empty "holes" instead of sliding the whole row forward. This is the ONLY scenario we will X or cross the field and is in order to prevent lower qualified, or transferred, cars from starting the race in front of higher qualified cars. This rule does NOT apply to heats or other non-feature races and only applies to the original race restart. All other races, rows will slide forward to fill the empty spots.***
39. We will give you two attempts to start a race. If the front row can't stay side by side in a feature, we will move the second row cars to front row and front row to second row.
40. **We will give you two attempts on a double file restart. The third attempt will be single file. If this is successful and a lap is scored, we will revert to double file restarts again. At any time, if two consecutive double-file starts fail, we will repeat this process. Double file restarts will continue throughout the entire race.**
41. **Normal feature races are timed with a 25 minute time limit. The time will be adjusted for larger lap races. If you're race is not finished at the 25 minute (or other designated) mark, the next caution or red flag will cause this rule to be invoked. When invoked, there will be a Green/White/Checkered flag finish, regardless of the number of laps completed. Red flag race stoppage does not count toward the time limit.**
42. If you jump the start, or you pull out of line from behind the car in front of you, you will be docked two positions per car passed or pulled up beside, at the next yellow or at the end of the race, whichever comes first.
43. Lap cars will be placed tail back during the next caution flag.
44. **We use transponders for scoring. It is your responsibility to make sure you have a transponder and that it is installed and working properly. Transponders should be placed with the blinking light facing upwards. If the light on the transponder is not blinking, it is not working. It is your responsibility to install the transponder pouch correctly and safely. If you do not know where to place it or how to install it, ask a track official. If you are told after hot laps, or a heat race, via your Raceiver, or track official, that your transponder is not working, it is your responsibility to take any corrective action to ensure that it is working by the feature or you may not be scored correctly. Any "photo" finishes will be decided by the electronic scoring (if in use) and if they are installed properly on your car.**
45. **Flags:**
- Green means the race has started.
  - White means there is one lap left to race.
  - Yellow means caution. Slow down to a slow pace do not race back to yellow. Listen for Raceiver instructions.
  - Red means the race has been stopped, so stop.
  - Black means you have been disqualified and leave the track immediately.
  - Black/Orange means you have mechanical problems with your car it is not safe to continue. You are note DQ'd, but need to go to the pits to repair your car.
  - Blue/Yellow Stripe means the leaders are approaching and you should hold your racing line.

- Checkered means the race is over. Take one cool down lap and look for track officials to direct you where to go.
- 46. ROOKIE STATUS: To be considered a rookie in any division, driver must not have previously participated in any more than four races in that division. Driver may not drop down a division and still be considered a rookie - progression of order is as follows: NexGen, Factory Stock, Super Stock, USRA B-Mod, USRA Modified.
- 47. Races will be scheduled to start after hot laps and pre-race ceremonies with driver sign-in/draw ending at published time by Tri-State Speedway clock. These times may change depending on season and weather conditions. Any changes will be posted and readily available on the track website and social media channels. If you are not signed in by that time, you will start tailback in your heat. Please see rules below regarding sign-ins and draws.
- 48. **All pay will only be held for a maximum of seven (7) days, if not picked up on night of winning and cannot be mailed due to tax requirements.**
- 49. There may also be other general rules that apply to USRA classes and the driver is responsible for knowing and obeying those.

RACE DRIVER LICENSE: USRA classes will be required to have a valid or temporary license in order to compete. This license must be presented at driver sign in.

#### RACE PROCEDURES (Applies to ALL Tri-State Speedway classes)

1. The number of cars starting a race is determined by the track officials and depends on the type of event, width, length and condition of track.
2. Race car must display number as assigned by track personnel. It must be minimum four inches thick (across) and 20 inches tall and clearly visible, on both sides, top and back of car, and front, if possible. Recommended that no holographic or reflective numbers be used. All race cars must display the official USRA decal and required contingency decals, which will be furnished by USRA.
3. Promoter and USRA officials will not be responsible for allowing a late entry to compete. Rejection of entrants at any given time is allowed but pit gate closing time should be known to all competitors.
4. Any driver not ready to compete when called may be sent to rear of starting line-up, or left out of balance of program at discretion of official in charge.
5. Once a race is started on a preliminary line-up lap, disposition of cars not in position shall be at discretion of officials.
6. A race may be stopped at discretion of officials at any time, if considered dangerous to continue, but only officials have the right to stop a race. No driver, car owner, pit man or mechanic may use starter's flags for purpose of signaling competitors.
7. If track has pre- or post-race inspection, those drivers not reporting to the inspection area may be disqualified and given no points.
8. No race is official until officials make declaration of final scoring of positions.
9. No race car is to receive assistance after white flag is displayed and all finishes must be made under car's own power or momentum.
10. A dead heat may or may not be re-run at discretion of officials. If dead heat is not re-run, prize money and points for both positions under contention shall be divided equally.
11. No person shall be allowed on track during a race except officials. Period. Coming onto the track during a race, even under caution or red, will cause an immediate disqualification of your driver.

#### TECH PROCEDURES

1. **After each A-Main, we will be sending top five (5) cars to tech, but only the top four (4) cars will be teched, unless it is needed.**
2. **When vacuum and crank compression are being checked, the top five (5) drivers will be allowed to observe this process.**
3. **Only the top five (5) drivers will be allowed in the tech area unless the tech man requests an additional crew member.**
4. **The tech man can also approve an additional crew member, upon the driver's request.**

## LINE-UP PROCEDURES

1. Drivers will draw at driver sign in for heat race starting position, unless otherwise changed for special events.
2. "B" mains, in all classes, are lined up straight up from heats with highest finishers to front, unless otherwise changed for special events.
3. All features will be lined up "heads up" from your heat finishing position, unless otherwise changed for special events. The last heat winner, in each class, will draw an invert chip from the pit steward at the tech area, unless otherwise changed for special events. The row inverts will range from 2, 4, 6, 8, or 10 cars. No more than 5 rows will be inverted.
4. There are no double feature nights allowed, excluding rainout make-up features. A program is not considered a rainout unless qualifying races have been completed. If feature is rained out and will not be run at later date, all drivers are to be awarded last place points.

## POINT STRUCTURE

1. PLEASE REFER TO THE 2023 USRA General Rules and Procedures for point structure and information.
2. The 2023 Tri-State Speedway point season will be from April 27th, 2023 through September 30th, 2023. Tri-State Speedway may run events before/after those dates where national USRA points may be awarded.

## AGE RESTRICTIONS

1. **Any driver under the age of 18 MUST have a notarized affidavit of consent on file, for the current race season, from a parent or legal guardian releasing Tri-State Speedway from any and all liability for any injury, accident or death incurred, or sustained, on the property of Tri-State Speedway during any competition or other activities.**
2. **Minimum age for competition in the Factory Stock, Super Stock or USRA B-Mod classes at Tri-State Speedway is 14 years of age.**
3. **Minimum age for competition in the USRA Modifieds or any classes 'greater' than that, such as Late Models, is 16 years of age.**