



35 RACEWAY PARK

General Track Rules & Regulations

Official Rules — 2026 Season



All competitors are responsible for reading, understanding, and complying with these rules. Officials reserve the right to make final interpretations. Rules are subject to change at any time for safety or competition parity.

1. SAFETY & REQUIRED EQUIPMENT

A mandatory driver's uniform and equipment is required at all times: **fire suit** (1 or 2 piece, minimum single layer), **fire-retardant gloves**, **leather or fire-retardant shoes**, approved **Snell 85 or higher helmet**, **neck collar**, 3-year-old or newer **5-point 3" racing seat belt harness**, and a **high-back racing seat**. Arm restraints are recommended for all drivers and required for open-wheel car drivers. Window nets required on all stock cars.

A fire bottle, fire-retardant underwear, and a head sock are all highly recommended. If any piece of safety equipment comes loose or becomes inoperable, stop immediately to bring out the yellow — you will regain your position from the last completed lap.

2. REQUIRED & NON-ALLOWED ITEMS

Each car must have a **fire extinguisher in their pit area**. Micro Sprints must have a good, unbroken rear bumper and nerf bars to compete. **No mirrors or radios** in race cars. No traction control devices of any type. No tire treating or possession of tire treatments or other hazardous chemicals. Exhaust — see Muffler Rules (Section 30).

SUBSTANCE WARNING: This is your first, last, and final warning. Absolutely no drinking or use of drugs by a driver or any member of their pit crew. Violation will result in immediate suspension of that person.

3. CONDUCT

We demand professional, courteous conduct from all participants at all times. Profanity and obscene gestures in front of spectators, officials, or management will not be tolerated. The driver assumes full responsibility for the actions of their pit crew and guests, and is the sole spokesperson in all matters pertaining to the event on or off the track.

Fines for improper conduct: 1st offense — \$50.00 | 2nd — \$100.00 | 3rd — \$150.00 | 4th — Permanent Suspension

Un-sportsmanlike conduct, verbal abuse, cursing, or threatening another person will result in ejection and possible arrest and disqualification of the associated car.

Fighting — depending on severity — will result in fines, probable removal from grounds, and/or suspension: **1st offense: 4-week suspension and \$250.00 fine. 2nd offense: 12-month suspension from the date of incident and \$500.00 fine.** Continuing problems will result in permanent suspension.

Display of any weapon or threat of bodily harm will result in arrest and permanent suspension of all persons involved.

Do not approach the flag stand or tower to discuss a race — you will be disqualified for the night and possibly suspended.

All fines must be paid before the individual will be permitted to participate in any future events at 35 Raceway Park.

4. SPIRIT & INTENT

Any participant who defies or violates the spirit or intent of any 35 Raceway Park rule shall be considered to have engaged in un-sportsmanlike conduct and will be dealt with according to the nature of the infraction with a fine and/or suspension and possible disqualification from the event(s) in which the infraction occurred.

5. THE SCALES

You must go directly to the scales after the heat race. All cars transferring to the feature must weigh. The top 5 in the feature must also weigh. Both times you must do so immediately when exiting the track — **do not go to your pits first or you will be disqualified.**

6. THE TECH AREA

The top three or more cars in a feature race or any other race as determined by officials must go to the tech area immediately when exiting the track. If your class weighs, proceed to tech directly from the scales.

7. PITS

No pets allowed. Absolutely no reckless driving or excessive speed in the pits — violations result in immediate removal from the grounds with no warnings. A car cannot re-enter a race once it has gone to the pits.

The pit space occupied by a driver and crew is theirs for the race. You are not allowed to enter another team's space unless invited. Any person who enters another's pit area and causes a disturbance will be considered at fault.

All 2, 3 or 4-wheelers must be registered with the track (forms at pit office) and carry insurance naming the track as additional insured. One 2, 3 or 4-wheeler per team, one rider only. Minimum age: 16.

8. STAGING

All cars and drivers must be in the staging area, ready to race and lined up correctly. If you are not in line you will be placed at the tail or refused entry. We will not hold up the race or change the lineup if you miss your race. Once the green flag drops, no alternates may enter.

9. TWO YELLOWS OR RED FLAG

If you are involved in any two yellow or red flag conditions during a race, you will be black-flagged and sent off the race track.

Gentleman's call: If the driver at fault notifies an official before being sent to the tail, that driver goes to the tail without a yellow/red charge and other involved drivers retain their positions.

10. INVOLVED — DEFINITION

"Involved" means making contact and stopping, or being the only car stopped while the green flag is out. All involved cars go to the tail in the order they crossed the start/finish line on the last completed lap, unless an official penalizes a specific driver.

If you spin, stop, or enter the infield to avoid an accident you are not involved in (no contact made), you will regain your position when lined up for the restart.

11. ON-TRACK & INFIELD ACCESS

No one is allowed on the race track or infield under green or yellow flag except officials and race cars. Stay in your car. Drivers must seek a safe location following a disablement and must not exit to examine damage.

12. YELLOW FLAG

Scoring reverts to the last completed lap. **Absolutely no passing, racing, or working on your car during a yellow flag** or you will be black-flagged. One crewman may check your car (look only) while staged under yellow if you were involved in a mishap. Track officials may pull parts to allow you to continue.

13. YELLOW FLAG ON THE FIRST LAP

With multiple cars involved, a complete restart will take place. With a single car incident, the car causing the yellow will be sent to the tail. This applies to heat races, dashes, and features.

14. RED FLAG

If the red flag is thrown, stop immediately away from the accident and do not block the exit gate. Do not move until the yellow is displayed. The crew may work on the car during an open red but must return to the pits and be ready to race when the yellow comes back out. **You cannot refuel, add oil, or get out of your car during a red flag.**

15. BLACK FLAG

The black flag means go to the pits or infield for a safety or driving infraction — it is not always a disqualification. The flag may be pointed as a warning; if waved, exit the track as safely as possible. Any car that becomes a hazard or whose speed retards track activity as seen by officials will be black-flagged.

16. THE GREEN FLAG

The pole sitter will bring the field to the starting zone box off corner 4 at front stretch, marked by 2 orange cones, at a moderate pace. When this point is reached, the pole sitter may start the race before the second cone — otherwise the green flag will wave at that point. Passing may begin once you cross the second cone in the zone. The same rules apply for single-file restarts.

If the pole sitter jumps prior to the zone, or the outside row jumps, the jumping car will be moved back to the second row and the car behind them moves straight up. Any driver who leaves an excessive gap in front of his car and holds back other racers will be sent to the tail.

A driver who jumps cars before the second cone will be placed back one spot in the final scoring for every car jumped. Those who flagrantly jump cars, hot-lap during lineups, brake-check on starts, or drive unnecessarily rough will be disqualified or scored last in the race.

17. THE FINISH

Checkers are final. In the event of a red flag on the last lap, the race will not be restarted — the order of finish is the order in which the white flag was taken. Cars involved in the red flag are scored last in their order according to the white flag lap.

If the leader is in turn 3 or 4 when a last-lap mishap occurs, the checkered flag will wave and the race is considered complete. Cars involved in the mishap will be scored last according to the white flag lap.

18. EXITING YOUR CAR ON TRACK

Under any flag condition: if you exit your car on the track and it is not safety-related, you will be disqualified from that race unless instructed to do so by an official.

19. RE-ENTERING FROM INFIELD DURING YELLOW

If you go to the infield during a yellow flag, you may re-enter the race safely at the tail before the green flag waves.

20. POINTS & MONEY

Points and money are awarded to the driver, not the car. To be eligible for points, the driver who raced the car in the heat race must race the same car in the feature. A driver can substitute for another driver whose car made the feature, but must start at the tail. If the substitute driver raced the heat, he will not be awarded heat points — nor will the driver who raced the car in the heat. If a driver substitutes without notifying the pit office in advance, a loss of points will result for both drivers.

All points nights count toward championship points — there are **NO throw-out nights**.

AWARDS: Participants must personally attend the awards event to receive any bonuses, awards, or trophies.

20A. ROOKIES

Rookies are defined as a driver who has never competed in a class for three (3) or more features in any previous year at 35 Raceway Park. Rookies are required to display a "rookie flag" on their car for a probationary period until officials determine the driver is proficient enough to remove it. Officials may place any rookie at the tail of any race during this probationary period.

The highest finishing rookie in class points is considered Rookie of the Year for that class. **A car may only race in one class per night.**

21. TIRE TREATING

No tire chemicals, softeners, conditioners, or any natural or unnatural, hazardous or non-hazardous components or chemicals which alter the factory baseline settings of a given tire are permitted.

If the track tests a tire and it is found not conforming, the driver has two options: **(1)** Submit a sample overseen by track officials, pay the \$175.00 lab fee, and have it sent for analysis — if it comes back chemical-free, the driver will **NOT** be DQ'd. **(2)** Accept that the tire is chemically treated and be DQ'd.

If the lab determines the tire has been altered from its original composition, the racer forfeits the event purse and points. If the tire is found conforming, the driver will be awarded their purse and points. **LAB RESULTS ARE FINAL.**

Offense	Fine	Additional Penalty
1st Offense	\$500.00	DQ for the night, loss of all points, 6-month probation
2nd Offense	\$1,000.00	6-month suspension from all events, loss of all points
3rd Offense	TBD	Barred — no possible way to run at any event

All fines must be paid in order to participate in any event.

21A. TIRE PROTEST BY DRIVER/CAR OWNER

Tire protest fee is \$175.00 per tire. Any driver or car owner wishing to dispute a tire may provide 35 Raceway Park with \$175.00 cash (lab fees), and the samples will be sent to the lab. The protesting driver/car owner's car must be on the same lead lap.

22. FUEL TEST

The track may test fuel at any time. If fuel is found not conforming, the driver has two options: **(1)** Submit a sample overseen by track officials, pay the \$175.00 lab fee, and have it sent for analysis — if it comes back chemical-free, the driver will **NOT** be DQ'd. **(2)** Accept that the fuel is non-conforming and be DQ'd.

Offense	Fine	Additional Penalty
1st Offense	\$500.00	DQ for the night, loss of all points, 6-month probation
2nd Offense	\$1,000.00	6-month suspension from all events, loss of all points
3rd Offense	TBD	Barred — no possible way to run at any event

All fines must be paid in order to participate in any event.

23. FACILITY CARE

Do not leave discarded tires or dump oil or other contaminants on the grounds. Anyone caught doing so will be fined and lose all points. Please help us maintain a quality facility by putting your trash in a can.

24. PROTEST RULE

Car owners/drivers may protest any car in their class in writing, specifying the illegal part(s), by posting \$200.00 (\$50.00 goes to the track; \$150.00 returned to the protester if the car/engine is found illegal). The protested car receives the money if found legal.

Protests must be filed up to 10 minutes after completion of the feature for that class. Teardowns only occur after the feature. If any illegal part is found regardless of what was specified in writing, the protester retains the money and the illegal car is disqualified.

Penalties: 1st infraction — driver loses points and money for that date. 2nd infraction — driver loses all points year-to-date and may be suspended. Applies to heats and features.

25. OFFICIALS

Officials reserve the right to inspect any and all cars at any time for any rule in question, including engine disassembly, at no cost to the track. All non-conforming or illegal components may be confiscated and become track property. Failure to surrender such components results in a penalty as determined by officials.

26. MINORS

All minors must have an annual Minor Release and Waiver of Liability and Indemnity Agreement completed before entering the pit gate. The form must be signed by both legal parents/guardians and notarized. Minor driver participants must also provide a copy of their birth certificate.

27. SCORING TRANSPONDERS

Track-supplied or personal transponders are required on all cars at all times. Any transponder purposely moved from its required position to gain an advantage will be confiscated and the driver will be disqualified and suspended for up to 1 year.

28. COURTESY RULE

As a courtesy, any car from another track or organization with minor rule differences may, at management's discretion, race on that night but will be notified of required rule modifications for their next visit. Exceptions: safety specifications and special events have no grace period.

29. TECH WAIVED BY OFFICIALS

In the event that cars subject to post-race tech cannot run, crank, weigh, or pass a measurement due to a known on-track incident (wreck, crash, etc.), tech may be waived for that night only if the car has previously passed pre-season or in-season tech, or the engine carries a track seal.

Questions or clarifications regarding these rules should be directed to track officials. Rules are subject to change at the discretion of 35 Raceway Park management. All decisions by tech officials are final.

■ MUFFLERS ARE COURT-ORDER MANDATORY — ALL CARS MUST HAVE MUFFLER(S) TO COMPETE ■

30. MUFFLER RULES — GENERAL REQUIREMENT

Mufflers are mandatory for all classes. This section lists **suggested mufflers that represent the best possible option for each class**, based on testing conducted over 23 mufflers on various top-competing cars at 35 Raceway Park from 2008 through 2013.

Even if your car uses a suggested muffler for your division, **your car must pass the 35 Raceway Park noise level test**. This is strictly enforced. We will always make every effort to ensure that you can compete.

Each car has its own sound signature — valves, timing, camshaft configuration, RPM, gear ratio, etc. all affect noise output. The mufflers listed represent the best result achieved through extensive on-track testing.

31. APPROVED MUFFLERS BY DIVISION

4-Cylinder Stock / Crazy Compacts / Hobby Stocks (Enduro)

Any stock muffler OR AutoZone part #27657 / O'Reilly 18101 Walker Muffler, or equivalent.

4-Cylinder Outlaws

AutoZone part #27657, #27639 / O'Reilly 18101 Walker Muffler, OR NAPA part number 17151. Must use a turn-down.

Modlites / Dwarf Cars

AutoZone part #27657 / O'Reilly 18101 Walker Muffler / Schoenfeld Schms 132022, or equivalent. May also use the stock 2006 Kawasaki Ninja ZX10 muffler (black in color with all internal components intact).

Late Models / Sprint Cars / Open Wheel Modifieds / Sport Modifieds

May use Schoenfeld 14272535, 14272535-78, or 112535. No other divisions may use these mufflers.

Sprint Cars (additional option)

May also use the Extreme Technologies Muffler 180, or equivalent.

32. NOISE LEVEL TEST

ALL cars must pass the 35 Raceway Park noise level test, regardless of the muffler used. Having a suggested muffler installed does not exempt a car from testing. This rule is strictly enforced.

Officials will make every effort to work with competitors to achieve compliance and ensure participation.

33. MUFFLER TAMPERING PROHIBITED

OTHER THAN SECURE MOUNTING — ANYONE WHO TAMPERS WITH OR MODIFIES A MUFFLER IN ANY WAY WILL BE SEVERELY DEALT WITH.

Mufflers must be installed as manufactured. The only permitted action is mounting securely to the vehicle. Any modification to internal or external components is strictly prohibited.

34. MUFFLER QUESTIONS & INTERPRETATION

If you do not understand these rules or need interpretation, contact Tony Boetcher at the track.

Questions or clarifications regarding these rules should be directed to track officials. Rules are subject to change at the discretion of 35 Raceway Park management. All decisions by tech officials are final.