



**2024**

**GENERAL RULES**

### **Race Day Times:**

Pit: 1:00pm

Practice: 2:00pm

Pre-Tech Closes at: 5:30pm

Qualifying: 6:00pm

Racing: 7:00pm

### **TRACK RULES**

1. Pit speed is 5 mph.
2. Everyone entering the pits must have a pit pass and a wristband that proves you signed the release form. The release form holds the speedway, sponsors and officials not liable. Anyone entering the pit area must pay at the backpit gate or have prior authorization from MVSO officials.
3. **CHILDREN WILL BE ALLOWED IN THE PIT AREA AS LONG AS THEY ARE BEING SUPERVISED BY AN ADULT AT ALL TIMES. CHILDREN ARE NOT ALLOWED TO CROSS THE PIT AREA AT ANY POINT WITHOUT AN ADULT. IF YOUR CHILD IS FOUND TO BE UNATTENDED YOU WILL BE GIVEN A WARNING AND COULD BE ASKED TO LEAVE AFTER THE PIT AREA IF MVSO OFFICIALS SEE FIT.**
4. Mission Valley Super oval will sell pit passes.
5. Drivers: Racing uniforms required. A uniform is considered to be a firesuit, race gloves, race shoes, and a helmet. **ALL OF THESE ITEMS ARE REQUIRED IN ORDER TO ENTER THE TRACK FOR PRACTICE OR A RACE. IF YOU DO NOT HAVE THESE ITEMS YOU WILL BE SENT TO YOUR PIT AREA TO RETRIEVE AND WILL BE SENT TO THE BACK OF THAT LINEUP.**
6. No open toed shoes or sandals allowed in pit area.
7. No personal cars allowed in the pit area other than parking inside of the fence along the fence.
8. Only one pit space per race car allowed. **NO PARKING PERSONAL VEHICLES OTHER THAN ALONG THE FENCE OR OUTSIDE THE PIT GATE.**
9. No motorcycles, ATV's, bicycles, etc, in pit area.
10. **IF YOU DO NOT ARRIVE AND GO THROUGH PRE TECH BEFORE 5:30PM ON RACE DAY YOU WILL NOT RECEIVE POINTS AND YOU WILL START AT THE REAR OF THE FIELD FOR THAT NIGHT.**
11. Speed limit (on pit road) off the track is 5 mph. (fine or penalty possible)
12. No testing without permission of MVSO management.
13. If for any reason there is a driver change after Qualifying with exception to the trophy dash, that car and driver will not receive points for the night and will start at the rear of the field for the remainder of the night's events.
14. One person shall remain with each racecar at all times. NO EXCEPTIONS!
15. Any racecar leaving the speedway during a racing program must be re-teched.
16. All engine changes/replacements must be approved by the tech BEFORE starting work.  
All parts, tires, etc, must be removed from the speedway the day of the event. Car numbers must be on all tires and wheels.
17. Waste oil must be placed in barrels.
18. No foil numbers. Cars without visible numbers will not be scored.
19. All cars must have windshields. A 4 " number must be in UPPER RIGHT CORNER of the windshield.
20. Drivers wishing to start in the back of any event must notify the pit steward before the cars line up for their event.

21. Once the car is in the line-up (pit area and track surface) working on the car is prohibited, except adding air to the tires.
22. Rookies may be asked start at the back of all events for a minimum of two weeks (official's discretion). Rookies must have yellow tape on the rear bumper.
23. If a car is deemed to be off the pace by at least 2 seconds you may be put to the rear of the field.

### **RUNNING and DRIVING RULES**

- 1 The Pit Boss/Race Director will be the sole authority in the pits with regards to the running of the races. The Pit Boss and the Flagman will be in charge of on-track competition. The Pit Boss will handle all protests.
- 2 The Flagman will be in charge of competition on the racetrack but will also be in voice contact with the Pit Boss and other officials.
- 3 Officials will establish the race event procedures, starting positions, length, frequency and administration of all events and programs. When their decision is rendered, that decision will be final and binding.
- 4 The driver or registered car owner must direct any complaints, disputes, questions or problems to the Pit Boss.
5. When asked to remove a part or tear down for tech inspection if driver refuses; driver will be subject to a fine, disqualification and/or suspension.
6. The driver or registered car owner must submit any protest to officials' decision in writing with in ten minutes after their respective divisions main event concludes. The Protests must be given to the Pit Boss or the Tech Official within 10 minutes of the official decision being levied. Only the driver or registered car owner in the same class, and competing in the same race, may submit a protest.
7. Protests, complaints, disputes or problems will be handled in the pits at the completion of that race or completion of the nights racing. COMPLAINTS ARE NOT TO BE MADE TO THE CORNER FLAGGER, SCORERS, CLEAN UP CREW, OR ANNOUNCERS. ANY DRIVER/CAR-OWNER OR CREWMEMBER WHO GOES TO THE TOWER BEFORE THE RACING EVENT IS COMPLETELY FINISHED TO DISPUTE A CALL WILL BE SUSPENDED OR FINED.
8. Any driver stopping on the front stretch to argue with an official, in regards to an official's decision, will be automatically disqualified from the event.
9. Any driver or crewmember that is injured or involved in an accident must submit to a check by the medical attendants. Any driver involved in a serious accident will not enter or re-enter a race until the officials and medical attendants give their approval. Medical transportation from the racetrack to hospital is the driver's responsibility. IF YOU ARE INVOLVED IN A ACCIDENT ON THE TRACK YOU WILL BE REQUIRED TO REMAIN IN YOUR CAR UNTIL MVSO OFFICIALS ALLOW OTHERWISE UNLESS YOUR RACECAR IS ON FIRE.
10. The driver's meeting and national anthem is mandatory. **DRIVER AND ALL CREW MUST ATTEND. NO CARS OR TOOLS SHALL BE USED DURING THIS TIME.**
11. Permission must be obtained from the Corner Flagger or Pit Boss before any practice or safety laps are taken, other than the designated practice time. At the top of each hour a 10 minute break will take place and the track will be closed for practice.
12. Any unauthorized persons entering onto the racing surface during race conditions, caution, or red flag will result in a disqualification, penalty, fine or suspension, to the person and affiliated driver.
13. Any competitor or crewmember that has a pit band, partakes of any alcoholic beverage, stimulating depressants, or tranquilizing drugs or is otherwise under the influence will result in disqualification and a minimum fine of \$500.00 along with a suspension. Other than spotters, any person going into

the stands or associated area must relinquish their wristband. Random alcohol and/or drug tests may be administered.

14. Any competitor or crew member who participated in a fight in the pits or on the race track or on the premises could result in suspension, and/or loss of points and positions in the event.
15. Any competing car whose speed has been reduced to the point where it could cause a safety problem may be removed from the racing surface at the option of the officials.
16. Time trials may consist of four laps right as you enter the track. You will be given the green flag and each lap is timed. If you pit after one timed lap, you will not be permitted to re-time. If you do not time in with your class, you will be required to start at the back of the nights events and you will not be allowed to qualify. If you are called to line up do so as soon as you are told.
17. Any car continuously unable to start under its own power may be liable for a penalty or disqualification from the event or from the complete program. **IF A CAR CANNOT START ON ITS OWN POWER IT WILL START AT THE REAR OF THE FIELD IF ALLOWED BY MVSO STAFF.**
18. Any driver or crew that does not take their car to the line-up grid, when requested to by the officials, will be required to start at the back of the line-up for that event.
19. If a car is under powered on the track, when racing is in progress, the driver must stay in the car with seat belts fastened until the race is stopped, except in case of a fire or rollover. Failure to comply may result in penalty, disqualification and/or suspension.
20. No racecars will be allowed on the track until the track has been opened for official practice or racing. All cars must pass a safety inspection before entering the racing surface for the first time each race day prior to 5:30pm.
21. No person shall be permitted to ride on the outside of a racecar or any other vehicle at any time.
22. No speeding in the pits. You must use caution while driving in the pit area or you will be subject to a fine or suspension. No donuts, burn outs, etc, allowed in the pits. We need to keep the pit area safe for drivers and all others.
23. YELLOW FLAG-When the track goes yellow, whether it is a yellow flag or yellow light, you will slow down and maintain your position. The lineup for the next restart will be determined by your position in which you crossed the start/finish line on the last completed green flag lap. If you are unsure what position you are in, pull up beside the driver in question and wait for a track official to direct you to your proper restart position. If you are involved in an incident you will blend into the pack and where you cross the start/finish line is where you will be lined up by scoring, unless the driver is penalized, thus resulting in going to the back of the field or being black-flagged. The race will be extended beyond the advertised distance when the race is under caution before the leader completes the last lap. The race will conclude with a green, white, checkered finish or green and white together then the checkered. All additional laps will be counted and scored. The only exception to this rule will be in the event that the leader has received the White Flag and then an incident occurs on the track deeming the track unsafe for competitors to continue racing, at this time the Yellow Flag and Checkered Flag will be displayed together and cars will be scored at the time the Yellow flag was displayed and the race is over.
24. RED FLAG-Cars must come to a complete, safe stop. Drivers are not allowed to move their car off the track on a red flag. Drivers may exit the track, only by permission of an official or when the track goes to a yellow condition. Failure to abide by this rule will result in a one-lap penalty. Crews may service their racecar during a red flag condition, but only in their pit and with a one lap penalty.
25. BLACK FLAG -All drivers must obey the black flag, failure to do so will result in disqualification or not scoring the car until the black flag is obeyed. If a driver receives a black flag for a driving penalty, the minimal penalty will be a stop and go in the pit by the entry to the track, or they may be held for a

minimum of one (1) lap depending on the severity of the infraction. If the penalty comes at the end of the race, a minimum of one (1) lap may be deducted. If you receive a black flag during green conditions, you must go to re-entry to be accessed your penalty. Being black flagged in one event may result in a

disqualification from that event or the nights events depending on the infraction.

26. On the initial start will be double file starts, with pole position setting the pace. On re-starts, double file restarts. All cars must stay in double file with passing only allowed after the green flag comes out and only allowed on the right side until past the start finish line. If the official does not like the start they will then throw the yellow flag, and re-start the race. Drivers on the front row of any race, get two chances on the original start. If two starts are waved off, they go to the back of the pack. Drivers involved in an accident on the start may go to the back of the field if the officials deem it necessary. When a race is stopped before the completion of one lap, there will be a complete restart, (except any car or cars that caused the yellow or any car or cars that aren't in line for the re-line up). If any car is causing a delay in the start of the race, it will be the flagman or towers discretion as to the placement of that car.
27. On the original start of any race, drivers may not pass until they cross the start/finish line/. If a driver does jump the start he will be assessed a one-lap penalty. On a re-start, a driver may not pass until the green flag is thrown.
28. Cars not in the line-up when called will lose their starting position.
29. All cars/drivers must be on the track ready to compete in their event when the pace lap starts.
30. If a car drops out while gridded in the pits, the cars will be realigned. If the car drops out while on the race surface, the affected row will move straight ahead.
31. When a race is stopped after the completion of one lap, cars will be lined up double file in the order they were running as they answered the yellow flag. No racing to the yellow.
32. A racing event may be stopped at the discretion of the Flagman or Corner Flagger at any time they consider it dangerous, unsafe to continue or due to time constraints.
33. In the event that a caution flag comes out after the white flag is given to the leader, the next flag will freeze the field. If you are involved in the caution you will go to the end of the lead lap and the finishing position will be determined by the lineup at the time of the caution. **THERE WILL BE NO RACING BACK TO THE CHECKERED FLAG UNDER THE EVENT OF A CAUTION DURING THE LAST LAP.**

#### **GENERAL:**

1. Unsportsmanlike conduct by drivers will not be tolerated. An appropriate penalty will be issued.
2. Verbal or physical abuse of any official or volunteer will not be tolerated. Minimum suspension of one (1) week, a fine, or both will be assessed. If the violation is determined to be excessive you may be suspended permanently if necessary.
3. Any driver or crewmember entering another pit space to confront someone will receive a minimum suspension of one (1) week, a fine, or both.
4. MVSO Regulations may be changed during the season.
5. Any illegal parts impounded will not be returned till the end of the season.
6. No riding on trailers, racecars, or tow vehicles.
7. All added lead must display the car number. Lead lost during the race may result in a penalty.
8. All vehicles must remain in their pit stalls until the completion of trophies for the last event.
9. No alcohol or drugs allowed in the pit area at any time. Anyone determined to be under the influence of drugs and/or alcohol will be asked to leave the pit area for the night. If you are found to

be under the influence of alcohol and/or drugs while operating a racecar at the MVSO you will be suspended for a minimum of 1 season.

10. You have 10 minutes from the time of posting to protest scoring. Protests must be received in writing from the driver or car owner and accompanied with \$200.00 protest fee. Engine or chassis protests must be presented to the Pit Boss, IN WRITING within 10 minutes of the finish of the race. Protests must name the specific items to be teched and must be accompanied with \$200.00 cash protest fee per item protested. If the officials accept the protest, an inspection will follow. If the person protesting prevails, the money is returned to them. If the protested party prevails, the protest money becomes theirs. Only drivers, car owners or crew chiefs of cars involved in the same race can protest.
11. No obscene message of any kind will be allowed on racecars.
12. Anyone injured at the Speedway must check in with our medical staff before leaving the grounds to seek medical!
13. At no point is anyone other than MVSO Officials allowed past the boundary near the corner flagger.
14. No pets allowed at the Mission Valley Super Oval.
15. Drivers are responsible for the conduct of their owner and crew.
16. **ALL CARS ARE REQUIRED TO HAVE NUMBERS ON THE DRIVERS AND PASSENGER DOOR OR QUARTER PANEL AREAS THAT ARE EASY TO SEE FROM THE SCORING TOWER. YOU MUST HAVE A NUMBER THAT STANDS OUT FROM YOUR CAR COLOR. ALL CAR NUMBERS ARE REQUIRED TO BE A MINIMUM OF 20" TALL. ALL CARS ARE REQUIRED TO HAVE A NUMBER ON THE ROOF AREA AS WELL THAT IS A MINIMUM OF 24" TALL. ANY CAR NOT MEETING THIS RULE WILL BE ASKED TO CORRECT BEFORE THE RACE EVENT OR MAY NOT BE ALLOWED TO PARTICIPATE. ALL CARS ARE REQUIRED TO HAVE A 4" NUMBER AT THE TOP OF THE PASSENGER WINDSHIELD.**

THE FOREGOING RULES ARE MISSION VALLEY SUPER OVAL RULES AND FALL UNDER THE HEADING OF LOCAL TRACK RULES AND ARE THEREFORE NON-APPEALABLE