

Eagle Track Raceway General Rules

Welcome to the Republic Raceway! We're all looking forward to an exciting 2023 race season full of new cars, rules, events and people. Our goal as Eagle Track Promotions is to provide a great event with attention to safety, for fans and racers alike. All updated rules from the 2023 season will be in red to create ease of understanding any additions or revisions. Please read through the general rules as well as the class rules, if you have any questions or seek clarity please contact a board member.

Responsibilities:

Eagle Track Promotions (ETP) will not to be held responsible for any harm done to any person or any vehicle in anyway, on the track or in the pits. Rules have been created by ETP to provide a safe and competitive racing environment.

Rules:

All rules contained herein are under complete control of Eagle Track Promotions. No rules will be changed unless deemed necessary by the Board of Directors. Safety related rules can be altered, or added at any time. A written notice will be posted on the internet seven days prior to any rule changes or additions going into effect. All rules apply as soon as the car enters the pit area.

Eagle Track Promotions Membership:

Membership runs from one racing season to the next. Dues must be paid prior to first race to secure You're car number. If you don't want to be a member but still wish to race, there will be an extra \$20.00 fee, per race day.

Driver and car: \$50.00 per year

Membership is for drivers only.

Accountability:

Driver/car owner is responsible for maintaining good sportsmanship in the pits and on the track.

Conduct/behavior:

As a member of Eagle Track Promotions, your behavior not only reflects on you, but on motorsports as a whole.

Social Media:

There will be no swearing or disparaging comments about other drivers, pit crew, or board members in anyway. Posts will be removed, as well as your ability to participate on the social media platform, and

10 points will be taken from the driver of which the offender is connected.

GENERAL RULES:

- 1) The flagman has complete control of all racing events
- 2) All persons participating in an event at the Eagle Track Raceway have a strict obligation to convey healthy sportsmanship. Example: language, behavior, personal conduct, etc.
- 3) NO alcohol or any controlled substances are permitted in the pits during a race. Car owner will be responsible for all persons conduct in the pits, that is associated with their car. Anyone in the pits who is under the influence of a controlled substance or alcohol will cause the driver linked to them to be disqualified from that days race.
- 4) No one under the influence of drugs or alcohol will be permitted in the pits.
- 5) No race will be run without an ambulance and a firetruck. The president may choose to waive the firetruck requirements down to "adequate fire suppression" for extenuating circumstances. Emergency vehicles will stage in the pits to offer quick response to the emergency as well as safety for themselves.
- 6) No car will be allowed to compete unless it has passed the safety tech inspection.
- 7) No distraction of the flagman will be permitted during a race.
- 8) Any car that is not in the staging area after being called up will be sent to the back.
- 9) On a restart, cars will lineup double file, according to the last lap completed. (Delaware Double)
- 10) If your car breaks down, due to mechanical failure or a flat tire you must exit the track at the most convenient location to allow other cars to continue.
- 11) Cars coming back onto the track will wait for the flagman to give the "ok" and will take last position.
- 12) Anyone who exits their car while on the track for any reason other than fire will be disqualified.
- 13) Drivers must report any scratched entries to the pit boss.
- 14) Unsportsmanlike driving will result in a black flag.
- 15) Any car that causes a yellow or red flag will be placed at the back.
- 16) Any car with loose or dragging parts will be given a mechanical or black flag at the discretion of the flagman.
- 17) If there is a random weigh in at a race you're participating in, you must weigh in.

Finale weights, including all liquids and driver:

A) Fever four: 1pound per cc: 2300cc = 2300pound minimum

B) Super Stock: 3000 pound minimum. (IMCA 2950#)

C) Modified (all): 2450 pound minimum.

18) Upon tech inspection of any kind, the findings from the tech committee are final. If there are any issues the tech committee finds to be illegal, the car will be disqualified.

19) Helmet and belts are REQUIRED when you are on the track, including packing the track, national Anthem.

20) Transponders are required on all cars. If you don't have one, one can be rented at the track, rentals are on a first come first serve basis due to limited quantity available.

21) Drivers under the age of 18 years of age must have a signed parent consent form and waiver.

22) Drivers under the age of 16 years of age must be approved and cleared by the Eagle Track Association board members.

23) If a race is stopped due to weather or any other reason, out of Eagle Track Promotions control, the event will be considered complete if the main event has been started.

24) Each race there will be a safety tech inspection. Random tech inspections will be completed at the desire of the tech committee.

25) If cars are called to pack the track, you must pack the track. If driver chooses to not pack the track, he/she will be placed in the back, regardless of qualifying.

VIOLATIONS of any of the rules will constitute the following:

1. Forfeiture of points and awarded money for the day

RADIOS:

1) Two way radios are not permitted.

2) Transponders (MYLAPS X2 or TR2) are required. May be purchased at mylaps.com or contact a board member for purchasing options.

3) Raceceiver is required. May be purchased at speedwaymotors.com or highlineperformance.com.

TRACK AVAILABILITY:

1) Track will be closed at all times other than special work days and scheduled events. If the track is being used during any "closed" times, you will be trespassing.

ROOKIES:

- 1) Rookies will be identified by a flag or ribbon.
- 2) Rookies will start at the back of all races.
- 3) Rookie status is at the discretion of the Board Director.

GRACE RACE:

- 1) There will be no grace race for safety specs.
- 2) 1 grace race for raceceivers
- 3) 1 grace race for transponders, IF one isn't available for rent.

SAFETY REQUIREMENTS:

- 1) Helmet: Must be SA 2015 or greater. MUST have a full face shield. In 2025, helmet specs will be re-evaluated and updated.
- 2) Gloves: Must be fire resistant.
- 3) Underwear/socks: SFI underwear/socks are strongly suggested but not required.
- 4) Suits: Must be SFI 3.2 or greater, may be of one or two piece construction with long sleeves, and have all its structural integrity, with no rips or oil/gas spills.
- 5) Shoes: Must be SFI rated.
- 6) Neck brace: Must be fire resistant.

BELTS:

- 1) 5 point harness with a quick release.
- 2) 2" straps suggested; not to exceed 3" strap.
- 3) SFI rated
- 4) Must be within 3 years from factory punched dates on SFI tag.
- 5) Must be securely mounted to the frame and the roll cage.

PIT RULES:

Release forms must be signed and pit passes must be purchased at the gate PRIOR to entering the pits or you will be escorted to the gates, including officials, tow truck driver, water truck driver, and emergency personnel.

Pit pass: \$20.00.

- 1) Every driver is responsible for anyone associated with their car, while in the pits.

- 2) Any Person that enters the pits must sign a release form prior to doing so.
- 3) Driver will lose 10 points per person in their party that can't produce a pit pass.
- 4) The car owner is responsible for maintaining a clean pit stall.
- 5) One support vehicle and One trailer are permitted in the pits per entry.
- 6) Pit speed Limit is 5mph. That includes race cars and all support vehicles. Violators will be placed at the back during their next staging. Excessive speeding in the pits will result in loss of pit privileges for the remainder of the race day.
- 7) Any car with visible damage must be checked by the tech personnel or the pit boss BEFORE entering the race.

KIDS IN THE PITS:

The pits are a dangerous area. This is a very serious and strict policy, the driver will suffer all consequences for unattended children. There needs to be a capable, competent, responsible adult who signs a release waiver for that child to be in the pits. The person who signs the waiver becomes the responsible party to make sure the child is kept out of danger.

- 1) If you have a child in your party (under 18) the person responsible for that child must fill out a release form for that child prior to the child entering the pits with the responsible party.
- 2) Any child (under 18), left unattended in the pit area will be escorted with the responsible person to the gate, and cause the driver who they are connected, to lose their points and winnings for that day.

NUMBERS:

- 1) Door number: 2" wide and 12" high in a contrasting colors with your car paint color. Car number must be on both sides of the car.
- 2) Roof number: 24" high. Adequately wide (24"-33") depending upon how many digits your number is. Needs to be neat and clear for the tower to read.

GLASS:

- 1) All glass, with the exception of gauge faces, must be removed.

BODY:

- 1) No chrome trim, lights, ornaments or pot metal.
- 2) Head and tail lights must be removed and holes covered with metal.

MIRRORS:

- 1) No mirror of any fashion may be in or on your car.

BATTERIES:

- 1) If mounted in driver compartment (area from door to door –front fire wall to rear fuel protection barrier) battery must be in a spill-proof box and well secured with a metal strap or rods.
- 2) If mounted outside of the driver compartment, battery must be well secured with a metal strap or rods.
- 3) Covering of batteries with inner tube or other such materials is NOT permitted.

BATTERY KILL SWITCH:

- 1) Must be easily accessible to driver and emergency personal.
- 2) Must be marked with a fluorescent color to cue emergency personnel.

SEAT:

- 1) Racing seat mandatory.
- 2) Seat must be securely fastened to the frame and the roll cage.
- 3) Minimum of a 3" clearance between roll cage and top of drivers helmet when belted in.

WINDSHIELD:

- 1) Must have 3 steel braces. Minimum of 1/2"-inch diameter and .095" wall thickness be spaced equally in front of the driver and welded to the top roll cage bar and the dash bar of the roll cage in a vertical manner.
- 2) Must be covered with a maximum of ½ mesh and of high quality construction.

MUD FLAPS:

Optional for each class

FIRE EXTINGUISHER:

- 1) Every car is required to carry a minimum 2.25pound dry chemical fire extinguisher.
- 2) Inspection on extinguisher must be current.
- 3) Must be ABC type.
- 4) Drive must be able to reach extinguisher while belted in.

FUEL AND TANK:

- 1)Fuel cell mandatory with a metal outer casing and foam inside the bladder.
- 2)Fuel cell shall be securely mounted behind the rear axle in the trunk area as far forward as possible.
- 3) Fuel cell and the framework must be minimum of 10" off the ground at all times.

- 4) A steel framework welded to the frame rails must be used to mount the fuel cell. The framework must be fabricated from a minimum of 1" x 1" x 0.83" square tubing.
- 5) Two straps lengthwise and two straps crosswise across to the top of the fuel cell. The material for these straps must be a minimum of 1" x 1" x .083" square tubing or 1 ½ " x 1/8" steel strapping.
- 6) Fuel cell must be bolted or welded to the framework.
- 7) A fuel cell protector bar, made from a minimum 1 ¾ " x .095" steel tubing is required. The fuel cell protector bar must attach to the frame rails and extend down below the fuel cell with a center car that attaches to the rear frame cross member.
- 8) Fuel lines must be enclosed in a protected conduit (steel tubing) if run through the drivers compartment.
- 9) Electric fuel pumps must have an oil pressure cut-off switch.
- 10) Glass fuel filters are not permitted.
- 11) Pull back strap or strap on the gas pedal or throttle linkage is required.
- 12) Pump gasoline or racing fuel is permitted.

ROLL CAGE:

- 1) All cages must be constructed with a minimum 1020 steel round tubing, 1 ¾ " OD .095" wall 1 ¼ " OD, .125 wall thickness.
- 2) Minimum clearance of 3" between the drop of drivers helmet and the top of the roll cage.
- 3) Roll cages will consist of four uprights with gussets. 2 in front of and behind the driver, boxed in at the top. Rear uprights to be "X'd. 3 sissy bars on the left side and two sissy bars on the right side.
- 4) Either front or rear uprights must be braced 2/3 of the height of the roll cage.
- 5) Roll cage must be welded or bolted securely to the frame.
- 6) All welds in main cage must be gusseted.
- 7) Cars with uni-bodies must be reinforced in the rocker panel area.
- 8) Roll cage padding is required in the driver's compartment.
- 9) Roll cage must have 1 1/4" bar in the center of cage at the window opening.

BRAKES:

- 1) All cars are required to have a minimum of 3 working brakes, resulting in 4 skidding tires.
- 2)

SCATTER SHIELD:

- 1) Any NHRA or NASCAR approved explosion-proof bell housing mandatory.
- 2) Must be constructed of 1/8" steel plate.
- 3) Must cover a minimum of 180 degrees of the top of the bell housing and be securely fastened to the frame or engine.

DRIVE LINE

- 1) All open drive lines must have a metal strap, 1" in width or a chain 12" of the rear of the transmission.
- 2) Drive line must be painted white.

FLAG RULES:

- 1) All races are final.
- 2) No one is permitted to approach the flagman, lap counter or the announcers stand at any time. If an appeal needs to be made please contact a member of the board to start your petition.
- 3) All flag violations are listed under each flag description.

Meaning:

Green— — — — -Start

White— — — — -One lap remains

Checkered— — — -Finish

Yellow— — — — -Caution/Reduce speed

Blue & Yellow—Lay Over

Red— — — — — -Danger/Stop

Black (furled)— — -Warning

Black— — — — — -Disqualified/Go to the pits

Green Flag:

Start or restart of the race. Passing not permitted until the green flag has been displayed. Any driver who passes prior to the green flag being displayed will receive a black flag and be disqualified.

Yellow Flag:

Caution. Reduce speed. Restart position will be determined by the position completed on the last lap prior to the yellow flag being displayed. Car/cars causing the yellow flag will be placed in the last

position/positions. Laps under a caution will not be counted. Any car who enters the pits under caution and returns will be placed at the back during restart. No member of any pit crew will be permitted onto the race track to contact any car or driver while the yellow flag is displayed.

Red Flag:

Reduce speed immediately and come to a complete stop on the edge of the track. Any car that passes a red flag and continues at race speed will be disqualified or placed at the back at the flagman's discretion. Restart position is determined by each cars position on the last completed lap prior the red flag being displayed.

Black Flag Furred:

Warning to driver. You are doing something for which you could be disqualified. You will get one "warning", furred black flag. Second violation will result in a disqualification.

Black Flag:

Disqualification for the remainder of the days races. Return to the pits immediately.

Reasons for a black flag are as follows: deliberate wrecking, unsportsmanlike driving, unnecessary bumping, crowding, or chopping, or if a car is unsafe in anyway to other competitors. All judgments are at the discretion of the flagman and are final.

White Flag:

Final lap.

Checkered Flag:

Race Complete.

Blue / Yellow Stripe Flag:

Lay over flag, means the leaders are coming up behind and you may be lapped. Hold your line and allow the leaders to pass.

Classes:

- 1)Fever Four
- 2) Outlaw Super Stock
- 3) IMCA Type Modified

RACES:

- 1) Parade lap will be a double row tight formation.

Events: Heats, Trophy Dashes, then the Mains.

Watering: Races can be stopped at any time at the direction of the flagman to apply water to the track.

HEATS:

- 1) 8 laps for all classes.
- 2) Maximum of 10 entries per heat, if car count exceeds 10, there will be a "1st" & "2nd" heat.
- 3) The first 2 finishers in each class heat race will compete in the trophy dash. If car count exceeds 24, a B Main race will be required.

B Main:

- 1) Only applies if the car count exceeds 24 in any given class.
- 2) Appropriate number of cars transfer to the A Main

TROPHY DASH:

- 1) Top 4 finishers in the heat races will race in the trophy dash, 4 laps.
- 2) Fastest car in front.
- 3) 1 trophy dash per class.

A MAIN:

- 1) One A Main race per class. Lap number may be reduced, do to safety factors.
- 2) 15 Lap A Main for Fever Four – 20 Lap A Main for Stock Car and Modified
- 3) Inverted Field by dice roll of 1st heat winner

RESTARTS:

All restarts will Delaware double, all cars nose to tail, until green flag is displayed.

LINE UPS:

- 1) Start position is determined by pill draw, with the exception of the main which will be an inverted field. (Dice Roll 1st Heat winner) Rookies will be placed at the back.
- 3) Possible pill drop start order if car count exceeds 20 cars and/or a 2 day event warrants such.

Points structure for main event:

Position	Points
1	40
2	38
3	37
4	36
5	35
6	34
7	33
8	32
9	31
10	30
11	29
12	28
13	27
14	26
15	25
16	24
17	23
18	22
19	21
20	20

VISUAL INSPECTION:

- 1) Written request handed to the Pit boss, for a visual inspection.
- 2) No fee for a visual inspection.

BANNING:

- 1) Any driver may be banned from the track for one or more seasons, for hazardous driving.
- 2) Track leadership will consider the drivers experience and behavior behind the wheel.
- 3) Requires a majority vote by ETP leadership team.