

2010

**HOUSTON MOTORSPORTS
PARK**

OFFICIAL RULE BOOK

1. PREFACE

These rules are subject to change. It is the responsibility of the *participant to know, and comply with these rules. *Participant: Any person directly or indirectly, competing in an Event (persons signing a liability waiver). This includes organizers, officials, licensed drivers, test drivers, crew members, mechanics, workers, friends, relatives, guests, and any other person that is part of a racing team.

The rules contained in the Houston Motorsports Park Official Rule Book are drafted with the intent of providing fair and equitable racing for owners and drivers of all classes. If an item is not covered by these rules, the Technical Director or Race Director shall make an official ruling. These rules are designed to develop orderly conduct at racing events, both on and off the track.

No express or implied guarantee of safety will result from publication of, or compliance with these rules and regulations. The rules are intended as a guide for competition and in no way rule out the chance for injury, disability, or death to participants, spectators, or others. It is the responsibility of each participant to inspect for and determine that his or her individual safety is not jeopardized during an event.

If a participant is unclear of the rules or content herein, the participant may submit a written request for clarification to the Technical Director or Race Director. The request may be submitted by e-mail, fax, or mail. Verbal interpretations will not be given. Upon receipt the HMP Race Committee will consider the request. Upon thorough examination of the rules and their original intent, a ruling will be made and then mailed to the requesting participant.

The Houston Motorsports Park rules contained in this manual shall prevail at all HMP sanctioned events. If there is a dispute or disagreement in interpretation of these rules the ruling of the HMP officials is binding and final.

2. DEFINITION OF TERMS

(a) **HMP:** The abbreviation of Houston Motorsports Park.

(b) **HMP Officials:** Individuals who are employed by HMP to officiate over races. These individuals have been appointed by HMP to enforce the following rules and shall serve in the capacity of independent contractors.

(c) **Event:** An HMP competition, which includes all race related activities such as registration, tech inspections, time trials (if applicable), practice, feature races, and post-race inspections.

(d) **Participant:** Any person directly or indirectly, competing in an Event (persons signing a liability waiver). This includes organizers, officials, licensed drivers, test drivers, crew members, mechanics, workers, friends, relatives, guests, and any other person that is part of a racing team.

3. PIT RULES

(a) General

(1) Every person entering the pit area must sign a consent, release of liability and indemnity agreement prior to entering the pit area. No person may sign for another person except for parents or guardians on behalf of minors.

(2) All participants entering the pit area must obtain a valid pit pass, and wristband that must be worn at all times. Upon request, all participants must show their pit pass and wristband.

(3) No alcoholic beverages allowed in the pit area before or during the races.

(4) No person may ride on or in hauler trailers.

(5) No glass containers or glass bottles, animals or weapons.

(6) No vehicles, motorized or non-motorized will be allowed in the pit area or front grandstands before, during or after an Event. This includes, but not limited to, motorcycles, scooters, skateboards and bicycles. Golf carts and four-wheelers used for transporting tools, etc. are the only exception. Any person operating a golf cart or four-wheeler must be at least 18 years and have a valid drivers license.

(7) Anyone consuming alcohol or illegal drugs during any practice or race event will be suspended for HMP for a minimum of one year and or fined.

(8) Barbeques are not allowed in the pits, except when authorized by a HMP Official in a specified area.

- (9) Spills of hazardous materials (gasoline and oil etc.), or any substance which presents a hazardous condition, must be reported immediately to HMP Officials.
- (10) Engine oil and filters must NOT be disposed of improperly. Waste oil and oil filter recycling collection drums are located throughout the pit area.
- (11) The maximum speed limit in the pits is 5 mph at all times in the pit area.
- (12) No one is allowed to work under a vehicle without safety jack-stands in place. Jack-stands must have a metal plate welded to the bottom of the legs to prevent penetration of asphalt surfaces.
- (13) Pit area must be kept clean. Participants must clean up any debris and trash from the pit area before leaving. All personal property brought to the speedway by a team must be removed with them when they leave. Please help keep Houston Motorsports Park beautiful.

(b) Re-Entry

- (1) Every person must show a valid pit pass or wristband to any security guard or HMP Official.
- (2) Any person who has consumed alcohol in the grandstand area may NOT re-enter the pit area.

4. DRIVER RESPONSIBILITIES

- (1) Drivers are fully responsible for their team and crewmembers. A professional attitude must be maintained at all times by drivers, team members and crewmembers.

5. PIT PARKING SPACES

- (1) Areas for parking for each division within the pit area will be assigned by HMP officials.
- (2) No personal vehicles will be allowed to remain in the pit area.

6. FRIDAY PRACTICE

- (a) Practice will be held the Friday prior to a Saturday Event from 6 pm - 10 pm, during the racing season. If you choose to arrive prior to 6 pm, the fee for the practice will be \$100.00.
- (b) No flagman will be provided and cars must maintain a safe distance ahead and behind each other. Only one division of racecars is allowed on the track at a time.
- (c) The cost for each car to practice will be \$50 per car and driver, and \$10 for each additional male. Ladies and Children 12 & under are free on Fridays.

7. RACE DAY SCHEDULE

- (a) The schedule for the day will be available at the ticket booth on entry.
- (b) The schedule is subject to change.

8. TECH INSPECTION PROCEDURES

(a) General

- (1) All (V8) division cars, car parts, components, and equipment are subject to inspection by Tech Officials, at any time and in any manner determined by Officials.
- (2) All (V8) cars including substitute cars must be inspected and issued a tech inspection sticker before entering the track.
- (3) Tech forms may be obtained in the Tech Bay from HMP Officials. It will be the driver's responsibility to have this form completed in full, prior to each event on day of the event. No driver will be allowed to practice or race until this form is completed and given to the Tech Director
- (3) Visiting cars from other tracks not meeting Houston Motorsports Park rules may be subject to weight penalty depending on circumstances.
- (4) Cars may not be driven or coasted into the Tech Bay. Cars must stop outside the Tech Bay and be pushed through.
- (5) Cars may not have engines running inside the Tech Bay.
- (6) Pre-qualifying or pre-race technical inspection delays must be reported to Tech Officials. Failure to do so will result with the driver starting from the back of the field.
- (7) Engines may be tested for CID and compression ratio pre-race or post-race.

- (8) Drivers and crewmembers must be prepared for any racecar check as deemed necessary by Tech Officials, including disassemble or assemble of components.
- (9) Tech Director may check anything at anytime on any race car entering the premises on official race day.

(b) Pre-Racing Tech

- (1) All cars must go through safety tech prior to going on the track **unless car has received an annual inspection sticker.**

(c) Post-Race Tech

- (1) The top three to five cars must report to the tech impound area directly after the race. Drivers will be told prior to the feature race, the number of cars that need to report to the Tech Bay.
- (2) Only the driver and three crewmembers are allowed in the impound area.

9. TRANSPONDERS

- (a) Every car must be equipped with a transponder.
- (b) Mounting locations for transponders shall be determined by Track Officials and may be different for different divisions.
- (c) Transponders may be purchased or rented from HMP.
- (d) Any car without a transponder will not be scored.
- (e) It is mandatory to have a working transponder during ALL on track sessions. If a driver does not have a working transponder, they will be immediately black flagged off the track. If any driver disregards the black flag, they will be disqualified from participating in the day's events. Any black flagged driver returning to the track without a working transponder will be disqualified from the day's events. This includes practice, and the race/races.

10. TIRES/FUEL

- (a) All tire/wheel balance weights must be on the inside of wheel.
- (b) Used tires must be disposed of properly and not left in the pit area or placed in HMP trash receptacles.
- (c) Tire brands and sizes will be determined by HMP Officials with economy and durability in mind and must be purchased at HMP.
- (d) All race fuel must be purchased from HMP unless otherwise stated in class rules.
- (e) No soaked, treated or chemically altered tires are permitted on HMP property. In addition, no chemicals determined by HMP Officials to be used to soften tires are permitted on the property. Penalty for either is permanent suspension from the facility for the remainder of the race season, loss of all points, loss of all points fund monies and purse monies for the season.

11. SATURDAY PRACTICE

- (a) Practice times will be according to race day schedule.

12. DRIVERS/SPOTTERS MEETINGS

- (a) All drivers and spotters **MUST** attend the DRIVERS/SPOTTERS Meeting.
- (b) Any driver who arrives more than five (5) minutes late may be fined \$50.00.
- (c) Any driver who competes in any race that is absent from the Drivers/Spotters Meeting shall start at the rear of the field. If a spotter is does not attend the Drivers/Spotters Meeting, the driver shall start at the rear of the field.
- (d) Roll call may be taken at any time deemed necessary by HMP Officials.

13. SPOTTERS/COMMUNICATIONS

(a) Designated Spotter's Roof Area

- (1) NASCAR Late Models, NASCAR Modifieds, and NASCAR Trucks MUST have a designated spotter on the roof area during ALL track sessions including practice.
- (2) Spotters will not be allowed on the roof except for their classes on track session.
- (3) Spotters must be present prior to the start of the event. If a spotter is not present, that driver will be black flagged from the race.
- (4) All spotters on the roof must wear a Houston Motorsports Park assigned identification badge.
- (5) Only one designated spotter per race car allowed on the roof at any time.
- (6) Houston Motorsports Park Officials shall determine and assign the spotter's position.
- (7) All messages and communications between the race team and Houston Motorsports Park Officials will be relayed exclusively through the designated spotter.
- (8) Spotters must relay any message, as directed by the Track Official or Race Control to the driver and must verify the message was received.
- (9) Spotters harassing, threatening or disobeying a Houston Motorsports Park Official will not be tolerated at any time and shall be subject to a penalty of: expulsion or suspension from the facility and disqualification of the race car.
- (10) Competitors must maintain two-way radio communications between the driver and a spotter any time the driver is on the racetrack.

(b) Communications

- (1) Pro Stocks, EcoStocks, Legends and Bandoleros must have and listen to a scanner or Raceiver tuned to HMP Race Director's frequency during all racing sessions.

14. STAGING

- (a) Racecars will line up in the designated staging area prior to their respective race.
- (b) Any competitor arriving to staging after the first car has entered the track must start in the rear of the field.
- (c) In the event that a car is unable to make it to the staging line up, the rest of the cars will move forward one (line up) position. Ex. If 4th place is unable to make line up then 5th place will move up to 4th place, etc.
- (d) Once the cars are on the track, if a car pulls out of the starting line up prior to green flag, the rest of the cars will move up in line. Ex. If a car on the outside pulls out, the rest of the outside field will move forward. The inside field will remain the same.

15. LINE-UPS

- (a) Once the field is lined up and the starter signals the drivers to be ready, a limit of five preliminary "hot" laps under green/yellow flag may be set by starter. Drivers are to assume a comfortable pace and may go to the outside to allow faster cars to pass. Starter will then show yellow flag to line up the field.

16. PACE VEHICLE

- (a) The leader must maintain the Pace Vehicle speed and maintain a consistent line until the starter starts the race.
- (b) When cars get underway on pace lap, it shall be considered the start of the event.
- (c) When the Pace Vehicle lights go out, the race will be going green the next time past the designated starting line controlled by the Flagman.
- (d) All starts and restarts will be at a consistent medium speed. This speed will be set by the Pace Vehicle. The leaders must maintain this speed throughout the entire start or restart. Failure to maintain the proper speed will result in being penalized to the rear of the field.
- (e) No car unless directed to do so by a HMP Official, may pass the Pace Vehicle, and any car illegally passing the Pace Vehicle shall be black-flagged.

17. START OF RACE PROCEDURE

- (a) Race begins at commencement of pace lap, but scoring and official distance begins when the green flag is displayed.
- (b) All initial race starts will take place when the green flag is dropped. The pole car will not accelerate to begin race speeds until the green flag is displayed.
- (c) All initial starts will be double file starts, nose to tail, with no “brake-checks”. Any car performing such an action that disrupts the line-up, including jumping the start, will be black-flagged and sent to the rear of the field. No second chances will be given.
- (d) No one is allowed to pass any car until you have passed the start/finish line, unless the car directly in front of you stalls or falls off the pace. A car that stalls on the inside row should drop down to the apron to allow the other cars to pass on the right. A car that stalls on the outside row should maintain their line allowing all remaining outside row cars to pass on the left.
- (e) If in the judgment of the Race Director, a racecar was passed that had not stalled or fallen off the pace, the driver making the illegal pass will be sent to the rear of the field for a restart.
- (f) When a race is stopped prior to the completion of one lap, there shall be a complete double file restart in the original starting positions, except the cars involved in the accident, which will then start in the rear. Race Control may choose to have a single file restart depending on the situation.
- (g) Any cars causing a race to be stopped, such as a spin-out, shall be considered involved in an accident.
- (h) Any cars stopped due to a mishap and not driven, cautiously, and immediately to the starting line shall be considered as involved in the accident.
- (i) Interpretation of the words “Spin-out” and “Immediately” shall be left to the judgment of the Houston Motorsports Park officials and their decision shall be final.
- (j) In all races, once the pace lap starts NO car will be allowed to enter the track, except as allowed after a car has pitted in the in-field.

18. ACCIDENT RULES

HMP will no longer use the “all involved” rule as it relates to yellow flag conditions on the race track. Instead, the car causing the yellow will be sent to the rear regardless of contact, deliberate or not. For example, Car #1 makes contact with car #2 and results in car #2 spinning and a yellow flag is thrown. Car #2 caused the yellow because they lost control of vehicle and spun and will go to the rear for the restart. The fact that car #1 made contact is irrelevant. Car #1 retains their position. However, reckless driving will not be tolerated so this is not an open invitation to deliberately wreck cars as a means of gaining positions. If HMP determines that a driver repeatedly and deliberately spins cars, (see 19 below) HMP may black flag that car from the race and possible further disciplinary action may follow (see 21(e) below). This applies to all HMP classes except Legends and Bandoleros which will continue to use the all involved rule.

19. SPIN OUTS

- (a) At anytime during a race that a spin out occurs the yellow flag will be displayed.
- (b) Drivers that spin out on the track must cautiously try to get going and not stop the race. If anyone is deemed to be deliberately stopping a race, they will be black-flagged and sent to the pits.
- (b) Drivers that spin out three times unassisted or cause other cars to spin out on three occasions that cause a yellow flag in a race shall be black-flagged and sent to the infield pits and not allowed to finish that race.

20. RESTARTS

For 2010, all HMP classes except Legends and Bandoleros will have double file restarts. However, lane choice will be done at each driver’s choice. During a yellow flag condition, drivers will be put into the correct single file order. Then, as drivers are approaching the start/finish line with one lap to go, a large, orange cone will be placed in the center of the track at the start finish line, separating the inside from the outside lane. As each driver approaches the cone, they may decide to take either the inside or

the outside lane. Drivers may not pass another car in the same lane. For example, as cars approach the start/finish line, cars in position 1, 2, 3 may decide to stay on the inside while position 4, 5, 6 choose the outside lane. In that case, the cars in positions 4, 5, 6 would move into the outside lane and hold their position until they have passed the start/finish line. Once they have passed the start/finish line, they should pull forward to the front of the outside lane. The next time the cars come to the start/finish, the green flag will drop regardless of the lineup. If a car hits the cone, they will be black flagged and given a one lap penalty. If a car pulls forward from its position prior to passing the start/finish line, they will be black flagged and given a one lap penalty. However, all other race starting and restarting procedures apply (see 17 under HMP 2010 Track Rules).

21. RACE PROCEDURES AND COMPETITION RULES

(a) Track Entry and Exit

- (1) All cars must be on the race track ready to go when the pace lap starts, and under no circumstances is any car not in the starting line-up to go on the track or enter the race after the completion of the pace lap.
- (2) Any car may exit the track under a green or yellow flag but only to the infield pit area.
- (3) No car may be pushed past the Track Official at the track entrance except at Race Director's discretion. After race is underway, cars may be started by hand pushing in the infield pit area, but under no circumstances is any car to be pushed or towed onto the race track from the pit area.
- (4) Under no circumstances, may any Team Member enter the track at track entrance while cars are still on the track or exiting the track. All Team Members must remain behind the inner concrete safety wall until access is permitted by an HMP Official. No one under the age of 18 may enter the infield unless the person is a registered driver participating in his/her race.

(b) Cautions

- (1) When a race is under caution after the completion of one lap, cars shall line up in the order in which they were running at the completion of the last green flag lap before the caution was displayed.
- (2) A race may be stopped at the discretion of the Starter or Officials at any time they consider it dangerous or unsafe to continue.

(c) Racing

- (1) All races shall run until the leader covers the advertised distance. In the event unforeseen circumstances prevent the completion of the advertised distance, the race will be considered officially completed at the discretion of the Race Director.
- (2) Any driver withdrawing during a racing event must cautiously drop down to the apron and proceed to the infield pit entrance if possible. If a driver is unable to reach the infield pit area, he/she may not get out of their cars except in an emergency (such as fire or fuel leak) or if instructed by an Official. Drivers are not to take off helmets or unbuckle safety harnesses until brought safely into the infield pit area.
- (3) Lapped cars must yield to cars on the lead lap.
- (4) If a driver is shown the "move over" (blue with yellow diagonal) flag for two consecutive laps and does not move out of the racing groove to the high side to allow faster drivers to pass, a black flag will be displayed to that driver.
- (5) Any work performed on a car during a race must be done in the infield pit area. Re-entry to the track will be at the discretion of an HMP Official. Crewmembers are not allowed on the track unless requested by a HMP Official. No riders are allowed in or on the car at any time.
- (6) Anyone who willfully or maliciously uses a racecar on the track or in the pits to injure, destroy, or damage another person or property may be suspended permanently prior to arrest.
- (7) A maximum pit speed of 5 MPH will be strictly enforced. Any car traveling at an unsafe speed, or reckless manner will be disqualified and subject to suspension from future events.
- (8) No driver changes are allowed once the race has officially started.
- (9) Any driver deemed to be off the pace of the race as determined by the Race Director, will be black flagged or may be required to start at the rear of the field.

(d) Passing

(1) It is the responsibility of both the overtaking and overtaken driver to assure safe passing at racing speeds. If the overtaking car's front plane has broken the rear plane of the other car going into a corner, the overtaking driver has the right to that lane.

(2) A driver traveling alone may use the width of the racetrack, but once he/she is challenged, they must choose a lane to race. If an HMP Official deems that a driver is intentionally blocking an overtaking car, they will be given one warning lap and on the second lap, if still blocking, will receive a black flag and sent to the rear of the field.

(3) Passing may occur on any paved surface of the race track.

(e) Reckless Driving

(1) Reckless Driving will not be tolerated.

(2) If anyone is observed reckless driving which repeatedly causes other drivers to spin or lose control, that driver will be black flagged or sent to the rear of the field at the Track Officials discretion, depending on the severity of the offense. Further disciplinary action such as suspension or probation may also follow at Track Official's discretion.

(f) Race Format

(1) All HMP Classes will run 8-10 lap heats. The starting lineup for heat races for all classes except Legends and Bandoleros will be done as follows:

1. At the front gate upon entering the facility, each driver will draw a numbered chip by class for each class they are competing in that day.
2. Lowest number drawn will start on pole, second lowest number drawn will start second, etc. for the heat race.
3. The deadline to draw a chip will be one hour prior to the published driver's meeting time for that day's event.
4. Drivers entering after the deadline will start at rear of field in the order in which they come through the gate.

Legends and Bandoleros qualifying will be based upon each driver's best single lap time from any of the organized practice sessions and they will start the heat races in a heads up format. There will be a maximum of two practice sessions depending on car count.

If there are 14 or more cars in a class, there will be two heats. If there are 24 cars or more per class, there will be three heats. If there are two heats, the starting order breakdown will be as follows based upon chip draw/qualifying order:

<u>Heat One</u>		<u>Heat Two</u>		
1	3	2	4	
5	7	6	8	
9	11	10	12	etc.

For three heats, the breakdown will be as follows:

<u>Heat One</u>		<u>Heat Two</u>		<u>Heat Three</u>		
1	4	2	5	3	6	
7	10	8	11	9	12	
13	16	14	17	15	18	etc.

(2) Starting order for each feature race will be set by the finishing order from each heat race. If there are two heats in a class, the first heat will be the inside row and the second heat will be the outside row of the Feature. For three heats, the feature line up will be as follows based upon heat race results:

Feature Lineup w/ Three Heats

- 1(H1) 1(H2)
- 1(H3) 2(H1)
- 2(H2) 2(H3)
- 3(H1) 3(H2)
- 3(H3) etc.

(3) Drivers must race in the heat race in order to compete in the feature race; subject to Race Director's discretion for extenuating circumstances.

22. UNSPORTSMANLIKE CONDUCT

(a) Each driver is responsible for the conduct of their entire crew, team members, relatives and friends in restricted areas of the facility, such as the pits, ticket booths, or tech areas.

(b) If trouble starts, crews and drivers shall stay in their respective pits. Failure to do so will result in that team being considered at fault and subject to disqualification and loss of purse monies.

(c) Physical contact can result in expulsion from the race and/or suspension from future events.

(d) Any driver involved in an altercation on the track, such as throwing a helmet, fire extinguisher or steering wheel, obscene gestures, and recklessness or fighting will be subject to disqualification from that event, loss of all purse monies and points, and suspension. If such altercations lead to injury of any person that driver or crewmember shall be subject to permanent suspension and arrest.

(e) Anyone striking an HMP Official or staff member shall be expelled for the remainder of the season and subject to permanent suspension.

(f) Under no circumstances are drivers and crew permitted in the tower at any time. Any driver or crew member, entering the flag stand, or Race Control Tower during or immediately following the completion of a racing event will be disqualified for the night, subject to the loss of points and monies for that event and possible suspension.

(g) Harassment of Officials, Safety Crews, Ambulance Crews, Spectators or other Team Members will not be tolerated, especially during the racing program. This will result in disqualification of the driver. Any and all disputes should be directed to the Race Director or designated HMP official at the Media Room following the completion of the race meeting.

(h) Anyone who threatens to intentionally harm or injure a fellow racer will be suspended until further notice. Malicious intent WILL NOT BE TOLERATED.

(i) The use of alcoholic beverages, narcotics, other stimulants or depressants, or any other illegal drug during an Event by any participant is strictly prohibited. Participants that enter restricted areas under the influence of substances will be escorted off the property. Any violation of this rule will result in two-race suspension, and season long probation. A second violation will result in permanent suspension.

(j) Excessive negativity towards the facility, HMP officials, any HMP class or any race team on any public internet forum or website by anyone associated with any team (see 22a above) will result in that driver being banned from the facility.

23. FLAGS

Green

The track is clear and cars may proceed at speed. This flag is used to signal the beginning of the race and any restarts.

Yellow (Caution)

The track is not clear, slow down and hold your position behind the pace car until further instruction of line up. This flag is used to signal an accident, debris, or weather-related issues.

Red

The track is unsafe and there is a situation that requires immediate attention. Cars must come to a complete stop as **SAFELY** and quickly as possible. This flag is usually waved in cases of heavy precipitation, an accident which requires immediate medical assistance or if the track is blocked. Follow the directions of HMP Officials for the designated areas to park your car until emergency crews are finished working. Then proceed at the display of the yellow flag at pace lap speed. No work can be performed on the cars during a Red Flag period. Violators will be black flagged from the race. No driver is to get out of their car unless instructed by an HMP Official. No persons shall enter the track for any reason unless instructed by an HMP Official.

White

There is one lap remaining.

Checkered

The race is completed.

Black

Come into the infield pits immediately. Normally, this flag is waved at an individual car, either because it has a mechanical problem or has broken a rule.

Blue with Yellow Stripe

Faster cars are approaching. Move to the second groove until lead lap cars pass.

24. TROPHY AWARDS

- (a) Trophies will be presented to the top three feature finishers immediately following their event on the infield Victory Platform.
- (b) In the event that a driver is disqualified after Post-Tech Inspection that driver must immediately return the trophy to HMP Officials. The trophy will then be awarded to the next finisher during the intermission of the next scheduled race event.

25. RACE RESULTS

- (a) Unofficial race results will be posted in the Tech Bay at the conclusion of all Post-Tech Inspections.
- (b) No race shall be considered official until the Track Official in charge of the Event makes the declaration of winning with public notice of the positions on the Houston Motorsports Park website by the Wednesday of the following week.

26. PROTESTS AND ADJUDICATIONS

- (a) Before any race or event, any driver may protest a competitor's car by notifying the Director of Tech, if they visually witnessed any illegal component. Visual tests are those that can be determined without any special tools.
- (b) After any race or event any driver may protest a competitor's car by notifying the Tech Director on a protest form within 30 minutes of the checkered flag.
- (c) The protest may not address a functional part of the car such as the engine, the suspension; it must be specific to one item on the car only, i.e. shocks, intake manifold, etc. A \$500 protest fee must accompany all protests.
- (d) Drivers may only make protests against drivers/cars from the same division.
- (e) Scoring and/or position protests must be made within 30 minutes after the unofficial results are posted in the Tech Bay and will not be reviewed until all races are concluded.

27. POINTS

- (a) Points start to accumulate from the first race of the season.
- (b) Any driver taking the original green flag or has any completed laps in any main event or heat will receive points.
- (c) Points go to the driver. If the driver is disqualified, all points and monies will be forfeited.
- (d) Points will stop accumulating on the last points race of the season.
- (e) Drivers are encouraged to participate in all 17 scheduled events. The season points standings & champions in each division will be determined by the total points of all completed races. However, each driver will be allowed to drop one race for all classes except Legends. Drivers may not drop a race in which they were disqualified. Rainouts will not count as a completed event.
- (f) "Rookie Of The Year" for all classes
 1. The driver must not have competed in more than five HMP events in the previous year in that class.
 2. Drivers must complete and application registering his/her name as attempting to compete for the current season's "Rookie Of The Year." in that class. This must be completed at their first race of the season.
 3. Driver may not be considered for Rookie Of The Year if they win the same class championship.

28. SPECIAL RULES

(a) In racing new situations arise and rules may be adapted or revised periodically. Special rules may be made by Houston Motorsports Park Officials in charge of the event for a certain area, track or race meet due to extraordinary conditions. These rules will be made known to all competitors before the race meet or event by means of a bulletin, internet website posting, fax, entry forms or Pre-Race Meetings.

(b) Special rules issued from Houston Motorsports Park will be considered as official amendments or revisions to the rules, regulations and specifications.

(c) Rules are available at the HMP Administrative Office or on the internet at www.houstonmotorsportspark.com.

29. SAFETY

(a) Stock car racing is an inherently dangerous sport. Each competitor assumes that risk when he or she participates in any event.

(b) Competitors must report to any HMP Official promptly any inadequacy or unsafe condition in the facilities, race cars, personnel, equipment, or condition at the track.

30. MEDICAL

(a) Any participant injured while on the race track premises, must notify Track Officials before leaving the premise. Crew Members or other Team Members may make such notification when such person is unable to.

(b) It is recommended that drivers wear patches on their driving suits for any important medical alerts.

(c) Any participant must allow Emergency Response Personnel or Track Officials to complete an incident form.

31. RAIN-OUTS

(a) Events that are rained out may or may not be re-scheduled.

(b) Participants with pit passes for events that are rained out prior to the intermission shall be issued a rain check for a future regularly scheduled event.

32. PRIVATE CONTRACTOR

(a) Each driver is a private contractor and is the person responsible for all fees and taxes.

(b) HMP will not withhold taxes or insurance from the driver's winnings.

(c) The driver is the only person that will receive purse money or funds of any kind from HMP unless otherwise specified.

(d) The driver is the only person who may contact HMP on behalf of themselves, their car, sponsors, car owner or crew.

(e) The driver, and not HMP is responsible for all activities, duties, and compensation associated with their sponsors or advertisers.

(f) The driver agrees to allow HMP to release, without charge to HMP, pictures, names, and advertisements about the driver and/or sponsor to the Media, Internet, News, TV or Radio Publications to promote the races and/or drivers.

(g) The driver agrees to hold harmless HMP, its owners, employees, agents, staff, and contractors for any liabilities and results associated with the publication or release of the names, car information, sponsors, information or race results.

34. PURSE COLLECTION

(a) Houston Motorsports Park must have the drivers/owners address and social security number to receive winnings.

(b) All purse winnings will be mailed to the driver, unless otherwise specified.