**WINDY HOLLOW SPEEDWAY 2025 RULES**

**GENERAL RULES**

WINDY HOLLOW SPEEDWAY GENERAL RULES THESE RULES AND/OR REGULATIONS ARE SET FORTH HEREIN ARE DESIGNED TO PROVIDE THE ORDERLY CONDUCT OF RACING EVENTS AND TO ESTABLISH MINIMUM ACCEPTABLE REQUIREMENTS OF SUCH EVENTS. THESE RULES SHALL GOVERN THE CONDITIONS OF WINDY HOLLOW SPEEDWAY EVENTS AND BY PARTICIPATING IN THESE EVENTS, ALL PARTICIPANTS ARE DEEMED TO HAVE COMPLIED WITH THESE RULES. NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATION OF, OR COMPLIANCE WITH THESE RULES AND/OR REGULATIONS. THEY ARE INTENDED AS A GUIDE FOR THE CONDUCT OF THE SPORT AND IN NO WAY A GUARANTEE AGAINST INJURY OR DEATH TO PARTICIPANTS, SPECTATORS OR OTHERS.

MUST COMPLETE IN 75% OF THE EVENTS IN 2025 TO BE ELIGIBLE FOR ANY POINTS FUND!!!!!!

* The track has the right to check or tear down any part or parts on your car at any given time no matter where you finished.

Transponders are required. $10 to rent. If you have your own its only $5.

• It’s MANDATORY all drivers must use a working RACEceiver when on the track! No if ands butts about it. We will be checking in the staging lanes, if a driver does not have one, you will be sent back to your trailer!!! We are going to be very strict on this so please make sure you have one.

Batteries and rentals available at the pit office.

• Drivers may drive in more than one class but must purchase a pit pass (armband) for each class entered. Can not run same car in more than 1 class. Only exception is if the car is legal for the economy class then you can run that car in the Crown Vic class also

• No 4-wheel drive or All wheel drive vehicles allowed

• No Convertibles allowed.

• ALL glass and flammable materials MUST be removed from car.

• ALL car doors must be welded or bolted shut.

• If doors are gutted, there must be a door plate or at least three (3) door bars in place.

• All Bombers and Mini Stocks MUST have at minimum a 4-point roll cage and door plate. Cruisers and Rusty Bolts require 6-point roll cage with door plate.

• All cars MUST have a hood to race at ALL TIMES!!!!!!!

• All cars must have a tow chain or tow hook in the front and rear.

• We recommend cars use window nets with working buckle during every race.

• Fuel cells are legal, but not mandatory in bombers or mini stock.

• Fuel cells must be securely mounted.

• Electric fuel pumps are legal, but you MUST run a safety shut-off switch. Switch must be within reach from outside the driver’s door. All classes may use aftermarket shut-off sensor for fuel pump.

• All cars must have a fully charged fire extinguisher within reach of the driver.

• All cars must have sealed firewall in front of the driver, and open holes in firewall must be sealed.

• All cars have firewall between trunk (or gas tank area) and drivers compartment and open holes must be sealed.

• Seat belts: all cars must have 5-point racing harness seat belts.

Drivers are required to wear a racing jacket or long sleeve shirt! No Exceptions!

Drivers are required to wear racing pants or long pants! No Exceptions!

All drivers must wear close toe shoes.

All drivers must wear a full-faced helmet with a shield. These helmets must be approved and meet SFI or Snell safety standards.

Cars must have legible numbers on both doors and roof.

Added weight and driveshaft’s should be painted white. Added weight should also be numbered.

If you purposely hit a car under caution or after a race you will be disqualified for the night, losing all points and money for the night. Second Offense you will be barred for the reminder of the season.

For the safety of your crew and customers, the pit parking area and infield speed is 5 MPH. Anyone speeding or driving recklessly is subject to disqualification.

Any driver changes or CAR changes during the night must report all changes to the pit office where you signed up to race. Failure to do so will result in disqualification.

Decisions of the Race Director, Pit Stewards and Track Owner will be FINAL, any situation not covered by written rules will be acted upon by the Officials in charge, whose decision is FINAL and BINDING to all participants. If it is not written it will be considered ILLEGAL!

All protests MUST be made within 5 minutes of the finish of your feature race.

Protesting driver MUST finish on the lead lap.

Only the competing driver may post a protest and it must be made to the tech director to be considered valid.

Driver may not protest without giving the protest money to the tech director at the time of the protest.

During a protest, only the 2 drivers, tech official & promoter will be allowed in Tech area.

Protesting driver will be required to tear down at the same time as driver you protest.

Protest cost: $250.00 to remove a head (track retains $50.00)

$500.00 complete tear down (track retains $100.00)

Any car found illegal or refusing a teardown, will forfeit all monies and points accumulated for the entire event. The protest/teardown is concluded at the time of finding any illegal parts.

Track officials reserve the right to hold protested parts for further evaluation and testing for no more than 5 business days. If a decision cannot be made the night of the protest, payout for the top 10 in that class will be made the following week.

If you pull off the track during your heat race for any reason you are done. Go to the trailer!!

MULTI-CAR WRECK ON FIRST LAP: All cars get their spot back. Single car spin will go to rear. Any cars that pull off the track will go to rear.

Any driver stopping on track and exiting car to argue with officials for any reason will be penalized/fined at track official’s discretion.

Rough driving can result in fines and/or suspensions.

Never exit the track at turn one, please go to turn 2 to exit.

During a race, cars should not exit the track under the green due to lack of safety barrier between the track and the exit lane. During the race, whether under green or yellow, disabled cars should go to infield to keep from causing a caution or unsafe situation at the exit or exit road.

If you jump the start 1st offense will be a warning. 2nd offense you will be moved to the tail of the field.

Pole Sitter will set the pace.

Flagman will start the race anywhere from center of 3&4 to the flag stand.

All Initial starts double file.

All restarts will be Delaware double file.

Leader will fire in the restart zone on all restarts.