

# “Rules & Regulations”

# Steel Valley Dragway

[www.steelvalleydragway.com](http://www.steelvalleydragway.com)

**No Alcohol - No Drugs:** Any participant and or crew member caught with drugs or alcohol while on the premises is in violation of rules and regulation of Friendship Park and Steel Valley Dragway. Violators will be banned from the Park and Steel Valley Dragway, and the authorities will be notified.

**Break Down:** You must stop as soon as possible. DO NOT DRIVE TO THE END OF THE TRACK. Once eliminations have started, you cannot change vehicles, not even if you break. You are done for the day.

**Break Pass:** Will be given if you have made only one time trial, minus spectator fee if you stay. Break Pass must be used in same “class” when break occurred and redeemed within 30 days. No Break Pass for Test-N-Tune.

**Braking:** Excessive Braking on a run is prohibited. Disqualification left up to track officials

**Burn Outs:** Will be done behind the starting line, with the exception of Dragsters, Altered, Supercharged Cars, Drag Bikes, or unless directed by track management.

**Clothing:** *NHRA Rules Apply.* Drivers-*NO* shorts permitted. Shirt and shoes must be worn. Cars 0-6 seconds must have proper equipment: see *Safety Regulations - NHRA*. Cars 0-6.99 must wear approved helmet, fire jacket & shirt. Cars 7.0-9.99 must wear helmet. Motorcycles must have helmet, gloves, leather jacket and pants.

**Deep Stage:** If you roll through the 2<sup>nd</sup> beam (stage beam), you are disqualified. Keep on going. No exceptions.

**Driver Change:** Once eliminations start, you cannot change drivers.

**Electronic boxes are *Not* permitted:** If box can't be removed, then box must be taped over, zeroed, and inspected by track management. Failure or refuse to do so, Is just cause for disqualification.

**Fast Eight:** Rules and regulations will be handed out later.

**Lane Choices:** Will be done by staging lane director for 1<sup>st</sup> round only. Thereafter, reaction time will determine lane choice for all events except fast eight, & buy backs. Lane choices for time trials are as follows: lanes 2&4 left lane - lanes 3&5 right lane

**Participant Conduct:** Any participant and or crew member caught fighting verbal or physically, and or using profanity, with any other participant, crew member, spectator, and or Track Official will be subject to immediate removal from track and disqualified from the race. Also if any participant or crew member who creates an unsafe condition and or violates rules or regulations of Steel Valley Dragway is subject to immediate removal from track and suspension of privileges upon the discussion of Track Officials.

**Passengers** Are *Not* permitted in any race vehicles while on the track on race days.

**Payouts:** All payouts will be done by track officials at the tower *after the race*. Thank You.

**Rain Out Policy:** *NQ* rain checks to spectators or crewmembers. No rain checks to losers *if one round or more of eliminations has been completed*....In the event of a rain out, Steel Valley Dragway will hold your tech sheets to those remaining winners and will be used for the following race day.

**Re-runs:** Will be decided upon a case by case issue. Track management will decide by NHRA rules.

**SPEED LIMIT:** is 15mph on return road and all other roads in Steel Valley Dragway. Please be careful as we encourage spectators to bring children. Friendship Park speed limit is posted 20 mph. The Sheriff may be watching.

**Stage Break:** Once paring has been made during eliminations, you must “fire” within **30** seconds to move into your lane. Failure to do so, results in disqualification. Automatically, your opponent wins. Opponent must complete the run to be declared the winner.

**Staging:** After both cars are pre-staged, once one-car stages, the second car has *10 seconds* to stage. Neither cars should stage until both cars are pre-staged, unless ordered to stage by track starter.

**Courtesy Stage:** Discuss with track officials

**Staging Lanes:** Driver has 3 min. after each call to get to staging. If you are not rolling, or in route after 3<sup>rd</sup> call, or miss your call, you're out, resulting in disqualification. No refunds.

**Street Legal:**

**Tech inspection:** All vehicles must be teched before they can make a pass. Tech sheets must be filled out properly and must be legible. Driver must be with car for tech. NHRA rules will be enforced. Tech starts upon arrival.

**Throttle Stops:** must be disconnected or fixed wide open.

**Time Trials:** Three time trials, weather permitting. If you arrive late or have a break, it is also not guaranteed. There are no time trials during eliminations. If you break during eliminations, no replacement vehicle is permitted.

**TOWER:** *is a working entity of the racetrack.* **Please do not come to the tower for questions and problems. Please contact the Staging Lane Director. Only track officials and employees are permitted in tower, unless otherwise directed by track officials. This includes the concession stand.**

**Warm Up Pass:** All entries are permitted warm up passes at the far end of the track. Warm up passes are not permitted on the main track, unless stated otherwise.

**Weather conditions:** Message will be on machine by 10am on race day, stating if we are racing or not.