



2024 Evergreen Speedway General Rules

Evergreen Speedway, Monroe, WA

Revised 11/08/2023

Rule Book Disclaimer

The rules and regulations are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events. These rules shall govern all events, and by participating in these events. All participants are deemed to be in compliance with these rules and regulations. All rules are subject to the interpretation of the track officials.

NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATIONS OF OR COMPLIANCE WITH THESE RULES AND/OR REGULATIONS.

These rules are intended as a guide for the conduct of the sport and are in no way a guarantee against injury or death to a participant spectator official or others. The Technical Director shall be empowered to permit minor deviations from any of the specifications or impose further restrictions that, in his opinion, do not alter the minimum acceptable requirements.

NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATIONS OF SPECIFICATIONS.

Interpretation of, or deviation from these rules is left to the discretion of the Officials. Their decision is final. It's the responsibility of the driver to ensure their car confirms to all rules and regulations at all times.

Before entering the speedway, you must have read and understand these rules.

Fines, suspensions, season point penalties or permanent removal from speedway grounds are possible for violating any rules listed in this document. Fines, suspensions, season point penalties or permanent removal from Speedway Grounds may also be levied for any offence not listed in these rules that in the opinion of Evergreen Speedway Officials is detrimental to racing or detrimental to Evergreen Speedway.

1. General Track Rules

1.1. Pit Passes

1.1.1. Everyone entering the restricted pit area must have a valid pit pass. You must sign the waiver to be eligible for a pit pass. Pit pass wristband must be worn at all times you are in the restricted pit area and shown to any Speedway representative upon request. Evergreen Speedway highly recommends you read and understand the waiver you are signing. Copies are available.

1.1.2. Minors (defined as 17 years of age or younger) are required to have a current minor release waiver on file with the speedway. Minor waivers are available through the speedway website.

1.1.3. Driver Pit Passes

1.1.3.1. Minimum age for a driver in all home or travelling classes is 14 years old except Youth Hornets & INEX Legends. Those divisions the minimum age is 12 years old.

1.2. Safety and General Policies

1.2.1. No riding on trailers, racecars, or tow vehicles. No passengers in race cars.

1.2.2. No testing anywhere without permission and supervision of an Evergreen Speedway Official.

1.2.3. No open toed shoes allowed in the pit area

1.2.4. Long Pants are required

1.2.5. 10 mph maximum speed in the pit area

1.2.6. Children must be supervised at all times. No running or playing outside of your designated pit space.

1.2.7. No scooters, bikes, skateboards, motorcycles or other transportation devices allowed in the pits.

1.2.8. Any driver or pit pass holder that is injured or involved in an accident must submit to a check by the medical attendants before leaving the grounds. A driver may be required to get clearance from both Evergreen Speedway EMS and the Race Director to continue participating in the event. Evergreen Speedway EMS does not provide transportation to the hospital. Participant is responsible for transportation to the hospital.

1.2.9. No crew, family or any other unauthorized persons are allowed on the track during race conditions. This includes yellow or red flag conditions.

1.2.10. Personal vehicles must be parked in designated areas only. During most events, Evergreen Speedway will close the pit area to all personal vehicles. No exceptions.

1.2.11. No firearms allowed on the speedway property.

1.2.12. No glass containers allowed.

1.2.13. No pets allowed on the speedway property.

1.2.14. No barbecues or open fires are allowed on speedway property.

1.2.15. No alcohol or drugs on county property at any time. Any person thought to be under the influence of any substance (legal or illegal) that in the opinion of Evergreen Speedway Officials affect their ability to participate in the event will be asked to leave the facility. Security/County Sheriffs will be notified to assess if any further action is needed.

- 1.2.16. All fines and/or suspensions must be satisfied in full before the offending party is allowed to return to a restricted pit area again.
- 1.2.17. Raceceivers are mandatory for all “home” classes. Track frequency will be posted at the tech trailer.

1.3. Car and car parts

1.3.1. Appearance

- 1.3.1.1. No obscene or derogatory message of any kind will be allowed on racecars, Tow vehicles or personal attire.
- 1.3.1.2. Door numbers must be a minimum of 24” tall by 3” wide. Numbers are required on both sides. Numbers must legible from the tower.
- 1.3.1.3. Roof number a minimum of 30” tall by 3” wide is required. Must be readable from the right side of the car. Numbers must legible from the tower.
- 1.3.1.4. All cars must have a 5” tall car number on the top right hand side of the windshield.
- 1.3.1.5. Rookies may be required to run a yellow stripe across their rear bumper and/or start at the rear of the field at the discretion of Speedway Officials.
- 1.3.1.6. NASCAR sticker packs are provided at no charge to the racers and stickers are required to be placed on the car.
- 1.3.1.7. No flags may be flown on any racecar participating in an Evergreen Speedway Event.
- 1.3.1.8. **NO NEW duplicate numbers will be allowed.** Duplicate numbers are too hard for scoring, season points, Announcing and most importantly building fan recognition.
- 1.3.1.9. Numbers may be 1, 2 or 3 digits. Letters will not be acceptable to distinguish like number except as noted below.

1.3.1.9.1. Cars showing up for one or 2 events per season will not be required to comply. By your third event, You are expected to be in compliance. For your first 2 events, you will be required to add a letter designation.

1.3.1.9.2. Numbers are saved from the previous NASCAR season only.

1.3.2. Parts

- 1.3.2.1. All parts, tires, tents etc. must be removed from the speedway premises the day of the event. Recycling is provided for some items. Please check with an Official.
- 1.3.2.2. All tires and wheels must have car number marked on them. Any tire left at the track will result in a fine for the offending persons.
- 1.3.2.3. Waste oil must be recycled in the provided barrels. Fines and/or suspensions will be levied for any fluids not properly disposed of.
- 1.3.2.4. All added ballast weight must be secured to the car with a minimum of (2) ½” grade 8 bolts. All ballast weight must be in a solid form and weigh a minimum of 5 lbs. each. All ballast must be painted white and have the car number on it. Any ballast lost on the racing surface will result in a fine equal to \$10 per pound. Fine must be paid before the car/driver are allowed to compete again.

- 1.3.2.5. Cars cannot be left on Speedway or County property at the conclusion of an event. Any car remaining on speedway property without prior permission will be considered to be property of Evergreen Speedway and disposed of at our discretion. Any costs arising from such shall be levied in a fine against the registered owner and/or driver.

1.4. Season Points and Rookie of the Year

1.4.1. Season Points

- 1.4.1.1. Season Points are awarded to the driver
 - 1.4.1.1.1. Classes with 10 or more races on the yearly schedule are allowed two (2) substitutions of drivers per season with points still being awarded to them.
 - 1.4.1.1.2. Classes with 9 or less races on the yearly schedule are allowed (1) one driver substitution per season with points still being awarded to them.
 - 1.4.1.1.3. All substitutions must be cleared with the Race Director before the event.
 - 1.4.1.2. Points will not be awarded if the substitution was not approved by the RACE DIRECTOR or the DIRECTOR OF MOTORSPORTS
 - 1.4.1.2.1. Substitute drivers cannot be used towards WA State NASCAR points.
- 1.4.1.3. A completely different car and driver cannot collect points for another driver.
- 1.4.1.4. Changing drivers during a race
 - 1.4.1.4.1. NO Driver Changes will be allowed once a race has taken the green flag

1.4.2. Rookie of the Year

- 1.4.2.1. You must register your intentions to run for Rookie of the Year with the Speedway office. If you do not register, you are not eligible
- 1.4.2.2. Substitute drivers cannot collect ROY points
- 1.4.2.3. To be eligible for Rookie of the Year Status, you must have competed in 5 or fewer races in the same or similar division previously. For example, competing in 6 late model races would make you ineligible for a street stock ROY status. NASCAR late model rookies must not have competed in ANY NASCAR late model races to be eligible for the NASCAR ROY award.

1.5. Conduct

- 1.5.1. Drivers can be held responsible for the conduct of their crew and/or owner
- 1.5.2. Any person issued an Evergreen Speedway pit pass who participates in a physical altercation will forfeit their pit pass and are subject to fines, suspensions, loss of season points and/or purse money at the sole discretion of Evergreen Speedway Officials
- 1.5.3. Unsportsmanlike conduct by drivers or crew will not be tolerated. Fines, suspension, disqualifications can be levied.
- 1.5.4. Verbal or physical abuse of anyone will not be tolerated. Fines, suspension, disqualifications can be levied.
- 1.5.5. Use of the middle finger as viewed from the stands will result in a fine and/or suspension.
- 1.5.6. Any driver that in the opinion of Evergreen Speedway Officials intentionally makes contact (retaliates) on or off the racing surface will be disqualified and lose all

points/purse for the event. Further fines, Suspensions or disciplinary actions will be imposed at the sole discretion of the Officials.

- 1.5.7. Any helmet that is thrown or slammed on any vehicle or the ground will be deemed unsafe for competition and must be replaced. Speedway officials may seize the helmet or mark it for easy identification.
- 1.5.8. Any pit pass holder who performs an act or participates in actions deemed by Track Officials as detrimental to stock car racing or Evergreen Speedway may be fined, disqualified, suspended, loss of points for the season or night or any combination of the above-named penalties at the sole discretion of Evergreen Speedway Officials.

2. Race Procedures and Driving Rules

2.1. General Information

- 2.1.1. The Race Director will be in charge of all on track activities.
- 2.1.2. The Race Director will handle all scoring protests
- 2.1.3. Scoring protests must be made by the driver or registered car owner in the respective class. Protest forms are available at the Tech inspection trailer and must be filled out completely.
- 2.1.4. Any scoring protests must be in writing and submitted to the Race Director within 20 minutes of the results being posted at the Tech inspection area. Protest fee of \$200 cash is required to submit any scoring protest other than a protest of a “photo finish”.
- 2.1.5. All protests, complaints, disputes or problems will be handled at the completion of the nights racing. Any driver, car owner, crew member or associate that goes to the tower uninvited will be suspended and/or fined. Drivers are responsible for all people associated with their teams and may be penalized for their actions.
- 2.1.6. A racing event may be stopped at the discretion of the Race Director at any time. Example reasons for stopping an event early include but are not limited to, dangerous or unsafe conditions, or time constraints. Regardless of the number of laps completed.
- 2.1.7. Any Driver stopping on the track to argue with an Official will be subject to disqualification, fines and/or other penalties as deemed appropriate by Evergreen Speedway Officials
- 2.1.8. All drivers and spotters are required to attend the pit meeting. It is highly recommended that all pit pass holders attend.
- 2.1.9. The NWASS Rule book is utilized in conjunction with Evergreen Speedway General Rules and race class specific rules. Evergreen Speedway regulations will always have precedent and may be changed at any time.

2.2. Timing System, Scoring, Qualifying and Line Ups

- 2.2.1. All competition vehicles must have a transponder on at all times, Including practice.
- 2.2.2. AMB/MY LAPS is the scoring system used at Evergreen Speedway
- 2.2.3. Live timing and event results are available on the Race Monitor App. Results at the end of the event are posted at the Tech Trailer.
- 2.2.4. All cars are required to line up for qualifying in the order listed on the event schedule. Racers are responsible for lining up at the correct times.

- 2.2.5. If you do not Qualify with your class, you must contact an Official in the pits to obtain approval from the Race Director to qualify. Time permitting
- 2.2.6. Any car unable to qualify will be required to start at the back of the slow heat and slow main event.
- 2.2.7. Classes that receive 2 timed laps. Once you have received 1 timed lap, you are considered to have qualified. If you are unable to complete your second lap or spin out, you will not be allowed to a second chance.
- 2.2.8. Racers who at the discretion of The Race Director qualify considerably slower than the rest of the field may be moved to the rear of the starting line up.
- 2.2.9. Once the car is in the staging area or passed through Tech, working on it is prohibited. Setting tire pressures is the only exception.
- 2.2.10. All cars and drivers must be ready in the staging area when called for pace laps. Failure to be ready may result in loss of starting position.
- 2.2.11. If a car drops out while gridded in the pits, the cars will be realigned by the Pit Officials at their discretion. If a car drops out while on the racing surface, the affected row will move straight ahead.
- 2.2.12. Any car that returns to the pit area after being gridded will be required to start from the rear.
- 2.2.13. Under no circumstances is a car not in the starting line-up allowed to enter the race after the completion of the green flag lap.
- 2.2.14. Yellow flag laps will not be counted. Subject to change by the Race Director at any time.
- 2.2.15. The race will be extended beyond the advertised distance when the yellow flag laps count and the race in under caution before the leader crosses the start/finish line for the white flag. The race will then conclude with one attempt of a green, white, checkered. Any subsequent restarts will be a green and white together and then the checkered. All additional laps will be counted and scored.

2.3. Starts and Restarts

- 2.3.1. Initial Starts will be double file for all classes.
- 2.3.2. Restart lineup procedures.
- 2.3.3. **All Classes: Remain single file until directed to grid up by race control.**
 - 2.3.3.1. **Late Model: Double file on all restarts. Lapped cars to rear on all restarts. Free Pass car drops to the back of all cars on track. Leader picks high or low lane, 2nd fills the open position on the front row. All others grid up behind. No free pass car in the last 10 laps.**
 - 2.3.3.2. **Sprint Cars: Double file except 5 or less laps remaining. Lapped cars to the rear on all restarts. Leader picks high or low lane, 2nd fills the open position on the front row. All others grid up behind**
 - 2.3.3.3. **Streets Stock & Mini Stock Double File Restarts. . Leader picks high or low lane, 2nd fills the open position on the front row. All others grid up behind**
 - 2.3.3.4. **Hornets: The leader chooses inside or outside. All others grid up behind (3rd inside, 4th outside, 5th inside etc..)**
 - 2.3.3.5. **Youth Hornets and V8 Extremes restarts will be single file**
 - 2.3.3.6. **Figure 8 classes. Leader alone in the front. grid up behind the leader.**

- 2.3.4. On the initial start and restarts, once the one to go signal has been given. The green flag will always be displayed. If the starter needs to recall the start. The yellow lights will be lit up on the back stretch and the yellow flag displayed on the next orbit.
- 2.3.5. Pole sitter (Initial start) or Leader (restarts) must maintain pace car speed. No slowing down or speeding up until the green flag is displayed at the power-on line. Front row must bring the field with them side by side, nose to tail across the start finish line.
- 2.3.6. A yellow flag displayed before the leader has completed one lap will be cause for a complete initial restart. Car/cars involved in drawing out the caution may lose their starting position at the discretion of the Race Director.
- 2.3.7. On the initial start of any race, Drivers may not pass until after the start/finish line. violation may result in a stop and go penalty.
- 2.3.8. On double file restarts, drivers may not pull out of line or pass until after the start/finish line

2.4. Flags, on track Incidents or Mechanical issues

- 2.4.1. Yellow Flag: Slow down as quickly and safely as possible. Get single file, do not advance your race position. No racing back to the line. All involved to the rear.
- 2.4.2. Red Flag: Come to a complete stop as quickly and safely as possible. Try to leave a lane for emergency response. Pits are closed. Drivers are not allowed to move their cars unless directed by an Official. No crew on the track during a red flag unless approved by the Race Director. Stay belted in your car unless unsafe to do so or directed differently by an Official.
- 2.4.3. Black Flag: Exit the track and report to the Track Official at Re-entry. The Official will relay the message from Race Control concerning any penalties for the offense.
- 2.4.4. A car that in the opinion of the Race Director or Starter that is considerably off the pace or a danger to the rest of the field will be flagged off the racing surface. The car being allowed to return to competition will be at the sole discretion of the Race Director.
- 2.4.5. A car that causes two or more unassisted yellow flags may be black flagged to consult with the Pit Official and may not be allowed to return to competition.
- 2.4.6. Any driver that has a car that is stalled, disabled, wrecked or otherwise unable to clear the racing surface must stay in their car, with their Helmet on and seat belts fastened until the EMS or Track crew arrives. Exceptions would be any emergency or fire situation that would make it unsafe to remain in the vehicle.
- 2.4.7. Do not interfere with safety crews towing or moving your vehicle. They are here doing a service for you and Evergreen Speedway.

3. Technical Inspection and Protests

3.1. Technical Inspection

- 3.1.1. All cars must go through the technical inspection line and receive approval before participating in any practice or racing.
- 3.1.2. Any race car leaving the Speedway property during a racing program must be re-teched.

- 3.1.3. Finishing positions that are required to report to post race tech inspection will be announced at the pit meeting
- 3.1.4. Car and driver must report directly from the racing surface to the technical inspection area. Any unauthorized stop may result in disqualification and loss of points and purse for the event.
- 3.1.5. Refusal of any request for technical inspection is subject to fines, disqualification and/or suspensions.
- 3.1.6. Penalties for post-race disqualifications are at the discretion of the Technical Director. Fines, suspensions, loss of purse and/or points are possible penalties
- 3.1.7. Parts or components deemed to be illegal will be confiscated and become property of Evergreen Speedway.
- 3.1.8. Post-race technical inspection failure results and/or penalties may be posted publicly.
- 3.1.9. Verbal or any other abuse of Tech Officials will not be tolerated. Any driver, car owner or crew member doing so will be considered to have refused technical inspection without further discussion. Teams are expected to conduct themselves in a professional manner at all times.

3.2. Protests

- 3.2.1. The Technical Director will handle all technical protests. All protest must be submitted to the Director.
- 3.2.2. Technical protests must be made in writing by a driver or registered car owner of the respective class within 20 minutes of the checkered flag being displayed in the respective event.
- 3.2.3. Protests will not be accepted after post-race inspection has been completed.
- 3.2.4. The protested team is required to disassemble and make available for inspection any item requested by the technical inspector.
- 3.2.5. Protests will not be accepted for items previously acknowledged by the Evergreen Speedway Tech Staff and a decision rendered
- 3.2.6. Protest will not be accepted for items currently under review by Evergreen Speedway Tech Staff whether decision has been rendered or not.
- 3.2.7. Protest that in the opinion of the Lead Technical Inspector are frivolous or malicious will not be accepted.
- 3.2.8. The decision of the Tech Official regarding a protest is final and cannot be appealed.
- 3.2.9. All Protests must specifically indicate what parts they believe are illegal and are petitioning to be inspected. Nonspecific protests will not be accepted
- 3.2.10. Petition Fees and Remedies
 - 3.2.10.1. All protests must be accompanied by a minimum of \$300 cash fee at the time of submittal. other fees listed below.
 - 3.2.10.2. Protests that involve the removal of a cylinder head will be \$500
 - 3.2.10.3. Protests that involve disassembly of the engine more than a cylinder head will be \$1000
 - 3.2.10.4. Protests that require removal of a transmission will be \$500
 - 3.2.10.5. If the protest is upheld and the part/parts are determined to be illegal. The protest fee minus a tech fee will be returned to the petitioner. The illegal parts will be confiscated and become property of Evergreen Speedway to dispose of in any way they see fit.

- 3.2.10.6. If the protested parts pass the tech inspection process, the protester loses all protest monies and the decision is not appealable. The protest fee will be given to the protested team minus a tech fee.

The foregoing rules are Evergreen Speedway rules and fall under the heading of local track rules and are therefore not appealable to NASCAR.

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