

The rules and/or regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events. These rules shall govern the condition of all events, and by participation in these events, all participants are deemed to have compiled with these rules. They 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, or official. The race director shall be empowered to permit reasonable and appropriate deviation from any of the specifications herein or impose any further restrictions that in his opinion do not alter the minimum acceptable requirements. NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATION OF SPECIFICATIONS. Any interpretation or deviation of these rules is left to the discretion of the officials. *Their decision is final.*

ADMITTANCE PROCEDURES: Junction Motor Speedway reserves the right to refuse admission to anyone.

GENERAL RULES:

1. The General Rules section applies to each and every competitor, mechanic, and pit personnel. Some items, obviously, do not apply to each class. If you have questions, please ask an official. Ignorance of the rules is no excuse for failure to comply.
2. The officials and management has final word over technical questions or operations.
3. The officials may confiscate any part/parts of a racecar if they are deemed suspicious or against track &/or IMCA rules. If parts are found to be illegal, all points and pay issued will be revoked.
4. The promoter has the right to take any engine, at any event held at JMS, sanctioned or not and negotiate a price difference with driver, to keep competition equal. If driver does not accept the terms, the driver is disqualified for the remainder of the year and forfeits all prize money and points.
5. Management & officials establish the length, frequency, & administration of all events and programs, and their decision is final.
6. No person may enter the pit/racing area until he/she has signed all releases, registrations and / or entry forms. All drivers/owners must complete the membership agreement and licensing contract. A current IRS W-9 form must be on file for the individual who receives the payment.

C. CONDUCT

1. When in the pit area, make every effort to maintain a constant watch for your own protection.
2. Any driver who brings alcohol or other controlled substances into the pit area, or who is under the influence of such substances will be disqualified and suspended.
3. No driver may get out of their car or stop on the racing surface to argue or discuss a race situation with the flagman or officials. Violation of this rule will result in disqualification and/or fine.
4. *You and/or your crew members may not enter the pit area of any other driver to argue over race situations. The Driver ONLY should bring concerns to race officials only.*
5. *Any fighting in the pit area will subject the offender, and the car they are associated with, to suspension or fine. The driver/owner of every car is responsible for their pit crew and their conduct. Minimum \$250 fine per individual will be issued. With possible DQ and banning from JMS.*
6. No one is allowed in the scorer's booth, flag stand, or announcer's booth other than Junction Motor Speedway officials. Violations of this rule will result in disqualification and/or fine.
7. *Any car owner, driver or crew member in any way is discourteous to an official or addresses any official in a non-professional manner shall subject the team or car they are affiliated with to suspension, fine, loss of points or expulsion from Junction Motor Speedway. \$100 fine per person minimum will be issued. With possible DQ and banning from JMS.*
8. The race director at their discretion may add further fines, disqualifications, suspensions, and point or position deductions or any combination to any violation.
9. Competitors must have an IMCA license to receive points and pay at Junction Motor Speedway. JMS reserves the right to use purse and/or point fund checks to compensate the track for driver fines and or expenses.
10. *Social Media Policy: Junction Motor Speedway would like to inform any competitor, participant or crew member that the use of social media networks or forums to post ANY negative conduct via Internet or text message may be grounds for suspension/revocation of their driver or any affiliated driver and/or may result in the offender being banned from participating or attending any Junction Motor Speedway events effective immediately. You will also be banned from the Social Media sites. Fines will be issued. This is also an IMCA policy. This policy includes harassment or negative comments directed at Junction Motor Speedway employees, officials, drivers, participants, and sponsors that we race with.*

D. PARTICIPANTS INSURANCE

Available upon request is a certificate of insurance, which covers everyone signed in at the pit gate. You and your crew members are covered by the best insurance available to any racing facility. If any questions or problems with insurance come up, contact Junction Motor Speedway at (402) 773-5538

E. LIABILITY INSURANCE

Every driver is expected to inspect the racing surface to learn of any defects, obstructions, or anything else, which, in his or her opinion, is unsafe for racing. He or she should immediately report any conditions, if discovered, to officials and/or management. Any driver entering an event is considered to have inspected the track and found all conditions satisfactory to them. Drivers understand the risks of auto racing when they enter an event.

Junction Motor Speedway assumes no responsibility for damage to or loss of your equipment, vehicles, or any parts whatsoever. This includes transponders. You are responsible for making sure it is securely attached in the required location.

Any driver that is participating in a IMCA class must have a current IMCA license for their division and the driver must display the series decal on both sides of the car. It is strongly recommended that all drivers display all IMCA series decals. IMCA reserves the right to withhold a driver's point fund earnings if decals are not on the car.

Any car that is elevated up in the air for repairs will have jack stands, tires, or a safety device to prevent the car from falling on a participant. It is your job to be aware of the stability of the foundation under the car. Failure to do will constitute a \$100 fine and possible disqualification from the event.

NO STANDING BY THE FENCE – ANY FENCE BY TURN 2 and 4! NO STANDING INSIDE THE ROPED OFF AREA! THIS WILL BE ENFORCED WITH A \$50 FINE PER PERSON TO THE DRIVER OR ANYONE WITH A IMCA LICENSE. DRIVER YOU ARE RESPONSIBLE FOR YOUR CREW/FANS IN THE PIT AREA. ALSO NO DRIVERS/CREW/FANS WILL BE ALLOWED TO STAND OR SIT IN TURN 4! THESE RULES ARE FOR EVERYONES SAFETY!

F. IMCA LICENSE REQUIREMENTS

No driver under the age of 14 unless otherwise stated. Any driver under the age of 18 must provide a release signed by both parents or legal guardians and accompanied by one of the following: 1. Notarized copy of their birth certificate. 2. State-issued driver's license or photo ID. Any race team or individual attempting to circumvent this policy will be subject to suspension. JMS will require drivers to show their license at our check in booth when they register the 1st night.

G. CAR NUMBERING

1. Numbers should be a minimum of 18" high.
2. Numbers must be placed on both sides and roof (bottom of number facing grandstands or passenger side) of the car.
3. Car numbers can have a maximum of 3 digits. The size, color and style of numbers must allow prompt identification by officials at all times. Number must be kept clean. If your number is unreadable you need to make necessary changes or not be scored.
4. Information on number availability is available at the Junction Motor Speedway office. If two drivers want same number, priority is given to regular driver who registered first.

H. BANQUET AWARDS

Driver must attend a minimum of **75%** of the season's races and register for the awards banquet to be eligible for year end awards.

I. TRACK PROCEDURE

1. The pit gate opens at 4:00 p.m. (unless otherwise stated). **Check-in/draw closes 1 hour before scheduled start of races (unless otherwise stated). You are responsible to be there on time. Allow extra time for check-in/pit pass. Any driver signed in after that starts at the rear of their heat.**

2. Due to insurance regulations the use of ATVs, Scooters, Golf Carts or other motorized transportation is prohibited. Only vehicles used by JMS Officials will be permitted. The use of ATVs will be permitted at JMS special events HOWEVER NO ONE UNDER THE AGE OF 16 WILL BE ALLOWED TO OPERATE ANY OF THESE. NO EXCEPTIONS. ATV use is restricted to the pit area or payout area only. All ATVs will be loaded onto the trailers as soon as reasonably possible following the conclusion of the races. No joyriding. One person per seat. All ATV drivers must have a valid driver's license and pit pass. Speed limit is 5MPH. Violations will result in driver disqualification and/or fine of the offending team.

3. All cars must pack the track when requested. If you don't you will start in the back of your heat.

4. Management and officials determine all finishing positions and their decisions will be final.

Junction Motor Speedway will not use any video replays for scoring purposes.

5. Payout winnings will be issued the following the final race. Any person picking up another driver's check is held accountable for that money once signed for. If the money is lost, JMS is not responsible for reimbursing it.

6. If any single race would be canceled for any reason during the middle of the event, the race will be over if 50% plus one lap of the race is complete.

7. A program will be considered complete if all qualifying heat races and "B" feature races are completed. "A" Features will be made up the following race night.

J. LINE-UP PROCEDURE

All drivers must be lined up and in their cars outside of turn three before halfway of the previous heat or feature that is on track at the time. At halfway, the cars will be sent to turn four (4), at which time any car not in their spot will lineup in the back. No exceptions.

1. The following line-up procedures are not absolute. They may be changed for special events or at the discretion of the officials and/or the sanctioning bodies.

2. New drivers start at the rear of their heat and any other event lined up by point average until officials feel the driver is ready to compete. If officials determine that a driver is too inexperienced to start in the first three rows of an event, they may move that driver to the rear.

3. Heat race finishes line up "B" Features and other "non-A" consolation features. Any car unable to start its heat race may be added to the rear of the lowest consolation feature. Depending on car counts the officials may run 2 (or more) "B" features and cars will be lined heads-up by heat race finishes.

4. The maximum car JMS will start in a feature is 24. If there are 24 cars in a given class will have the opportunity to start the A feature. If there are 25 or more cars in a given class there will be a B Feature. Points stay with the driver and the number that driver registers under. Should the occasion arise a driver competes in a car with a different number, the points will go to the driver and the number they originally registered under.

5. Drivers competing in more than one class during an event will pay an extra pit pass of \$30.00

6. The only time a Driver may compete or switch to a different car during a particular night of competition is as follows:

a) Car was disabled prior to the heat races.

b) A driver may not switch cars once the heat races have begun for that class.

c) If a driver's car is disabled in or after a heat race, that driver may switch to a different car if and only if that driver has qualified for the feature and the car they wish to drive has qualified for the feature. All points will go with that driver and his original number. d) Driver will start at the back of the lowest feature.

7. First night, all drivers draw for heats. Qualifiers redraw for starting positions. One heat - 5 redraw; two or five heats - 10 redraw; three, four or six heats - 12 redraw. NOTE: IMCA Late Models draw first two nights.

8. From second night on, heats are lined up by season IMCA point average, stagger inverted, lowest point average to front, highest point average to rear. New drivers carrying no point average start at the rear. Two or more drivers having no average or same point average will be lined up at discretion of officials. Point averages are figured from IMCA point system. Average is figured by driver's track IMCA point total divided by the total number of times he/she has competed at track.

9. "B" mains are lined up straight up from heats with highest finishers to front.

10. When one heat is run, top five qualifiers will be inverted for feature lineup according to season IMCA point average. When two or five heats are run, the top 10 qualifiers will be inverted for feature lineup according to season IMCA point average. When three, four or six heats are run, top 12 qualifiers will be inverted for feature according to season IMCA point average. IMCA and promoter reserve the right to relocate a driver from an invert position to the rear of the field if deemed necessary for the safety and well-being of all involved. Remainder of "A" feature is lined up straight up from heats and/or "B" features. NOTE: IMCA Late Models - 18 or more cars will require at least three heats.

11. A driver that qualifies but has no point average shall be lined up in last invert position. Should there be more than one driver with no point average, positions will be lined up at discretion of officials.

12. If a driver is absent for two consecutive events (excluding rain-outs), upon his/her return shall be treated as a new car (rule #11) for the first week he/ she returns.

13. All line up procedures are not absolute and may be altered as needed.

14. JMS officials must be notified of any driver changes before the cars line up. If a driver change is done without notifying an official, it will result in disqualification for the entire night. No exceptions.

K. RACE PROCEDURE

1. Flags – Junction Motor Speedway uses standard race flags (green, yellow, red, etc.)

BLACK: Driver has been disqualified or the car is unsafe and must go to the infield or pit area.

The driver will not be scored once the black flag has been displayed. A driver may return only to a Feature race, if the problem is corrected. A driver may not return if they have been

disqualified. If officials feel any car is unsafe to compete, they will be shown a black flag and sent to the pits for repair.

"ROCKING CHAIR" FLAGS (White and yellow rolled up and rocked side to side): Two laps remaining.

2. At the discretion of the flagman, any driver jumping positions at the start of a race or restart,

will be warned once and then will be sent to the back if it happens again. You must maintain a reasonable speed until the start of the race or restart.

3. If the officials feel a car's speed, smoke, loose parts, etc. are causing or may cause a safety problem, it can be black-flagged.

Red Flag Procedure: When a red flag has been displayed all drivers are to come to a complete and immediate stop as quickly as possible. Cars should not block the track entrance and exit emergency vehicles, push trucks and wreckers. No unauthorized personnel are allowed on the track.

Yellow Flag Procedure:

1) Once the green flag is displayed, cars spinning out and/or causing a restart, stopping, or "involved in" the mishap, will go to the rear. The restart is two-abreast line-up in case of a first lap incident or single file if one or more laps are completed. Restarts will utilize a cone, which will be placed in turn four. No passing is allowed until after the cone on the restart. "Involved in" is defined as: disabled and/or momentarily or temporarily detained at the scene of an accident and unable to race.

2) Anyone spinning without contact, and forcing a yellow flag in a heat or B feature may be black-flagged.

3) If the red or yellow flag is displayed as a result of your car or driver's actions, even if it is still moving on the track, you will restart at the rear of the lineup. Example: debris on the track that causes a yellow flag to be displayed will cause the car leaving the debris to go to the rear of the field.

4) If the race is stopped on any lap due to a yellow or red flag before all contestants have crossed the start/finish line, cars will be lined up according to the last completed lap. If more than half or the entire field crosses the line at a caution flag, that lap will be counted and cars will line up according to how they crossed. In the yellow or red will be moved to the back of the lineup.

5) If a yellow or red flag occurs on the white flag lap of a race and the leader has not been shown the checkered flag, the race will be restarted with two laps: Green, White, Checkered. This procedure will be done two times. If the race is not completed after two attempts, the race will be called in the finishing order of the last completed lap.

6) Any car that causes 2 yellow flags, red flags, or combination in the same race, will be black flagged and not allowed to return to that race.

7) During features only, a car may work in the pits on a yellow/red flag. Cars must go to the pits or designated work area. Cars going to pit/work area are placed at the rear in the order they return to the track. All cars with a flat tire under caution get two courtesy laps when in the pits for changing a tire. Courtesy laps will not be given for any other case except for the tire changes.

8) In the event of two red flag starts or three yellow flag starts, lineups will be single file based on your original lineup position. Cars involved in the mishap will go to the rear.

9) If after a yellow or red, and a two-abreast start is needed, and starting positions are vacant, cars behind the vacant spots will move forward to the next row ahead. If more than one row, the remaining positions will "criss-cross" to the next higher starting spot.

10) Time or lap limits may be imposed on all heats, dashes and features if deemed appropriate by officials.

11) Once the lineup has been set for a feature or heat race and you are not on the track, you will tag the back of the field. For features only, if the race goes yellow or red and a lap has not been completed, you may enter the race at the back of the field.

12) If officials feel any car is unsafe to compete, they will be shown a black flag and sent to the pits for repair. During a yellow flag, officials may stop and inspect any car for safety concerns. If the car is declared safe to compete or officials can easily return the car to a race condition, they will return to the race in the position prior to the yellow flag. If the driver has questions about his or her car please stop in turn 4 and the official can check it out without being penalized.

13) Time Limits: All races will have a time limit of one minute per lap. If a yellow flag is thrown after the time limit has expired, the race will be checkered. Consideration during yellow and red flags may be given for extreme circumstances.

14) All cars considered a lap down will start behind the lead lap cars after all cautions.

15) Any weight found on the track will result in a disqualification. ALL Weights must have the drivers name / car number for identification.

Blue with Yellow Line Flag Procedure: This is a warning that faster cars are closing in. Keep racing your line and stay cautious of the leaders lapping you.

Interpretation of the above flag rules is left to the discretion of the flagman and officials. Their decision is final.

L. GENERAL TECHNICAL

1. There shall be no electronic communication between the driver and pit crew members during a race event unless otherwise specified.

2. No tarps, false panels, covers, etc. may be used at any time during the night whose purpose is to conceal, disguise, or divert attention from components of a car. Officials must have an unassisted view of items within the scope of the bodywork regulations set by the appropriate sanctioning body.

3. We will test fuel from any participant any time during the night. If the fuel tested is illegal, all points/monies are held and a sample will be sent to a lab. All other finishing positions in the race will be "as run" and positions will not change until a decision is rendered. If the results are verified by the laboratory that the fuel was illegal, the car, driver or both will be disqualified for that event and receive no points or money. In addition, they will be required to pay for the lab test and will not be allowed to participate in the next two events for their class.

4. No traction control devices allowed. Penalty is a one-year suspension and possible fine. Junction Motor Speedway reserves the right to impound suspected parts to have them checked by the manufacturer or lab for alterations.

5. **Top 5 cars must go to the inspection area after weighing for inspection.** Cars outside the top 5 may also be inspected. **Points and money will be forfeited if a car fails to stop for weighing and/or inspection.** Any car found to be underweight would lose all points and money for the night and all other finishers move up accordingly in the final results. If a technical violation is found, the car loses all points and money for the night and starts at the rear of their next heat races. If the violation - in the opinion of the officials - is a major infraction the car will start at the rear of all races on the following night.

M. POINTS

1. IMCA Points are followed by Junction Motor Speedway

GROUND: Please pickup your trash in your pit area stall. There are plenty of trash cans located all over the pit area. If this becomes a problem a \$50 fine will be issued to the driver 1st offense.

Contact Information: Susan Karamzin - Junction Motor Speedway Manager
Junction Motor Speedway P.O. Box 524 Sutton, NE. 68979 Office Phone: 402-773-5538

Disclaimer: These rules are intended as a guideline only and are subject to change without prior notice.

SIGN THIS PAGE AND RETURN
TO JMS At Check-In

Rules will be signed before driver is allowed to race at Junction Motor Speedway

As a driver, I hereby certify that I have read the above rules for Junction Motor Speedway and agree to abide by the rules set forth.

PRINTED DRIVERS NAME _____ DATE _____

SIGNATURE OF DRIVERS NAME _____