

FLAMBORO SPEEDWAY

GENERAL RULE BOOK – 2026 (FULLY SECTIONED)

FLAMBORO SPEEDWAY Box 118, Millgrove, Ontario L0R 1V0

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Applies to: Late Model, Super Stock, Mini Stock, Pure Stock



A. DISCLAIMER, AUTHORITY & ACCEPTANCE

A.1 Acceptance of Rules

By participating in any race event at Flamboro Speedway, all competitors agree to comply with these rules.

A.2 Purpose of Rules

These rules are intended to provide for the orderly conduct of racing events and establish minimum acceptable requirements.

A.3 No Warranty of Safety

NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATION OF, OR COMPLIANCE WITH THESE RULES. These rules are not a guarantee against injury or death to participants, spectators, or officials.

A.4 Authority & Interpretation

The Race Director and/or designated officials may permit minor deviations or impose further restrictions provided minimum requirements are not altered. All interpretations and decisions are FINAL.

A.5 Chain of Command

ALL questions, concerns, or issues must be directed solely to the Race Director.

B. TOWNSHIP, PROPERTY & FACILITY REGULATIONS

B.1 Roadways & Traffic Control

No stopping or parking is permitted on public roadways (Concession 5). Participants must enter Speedway property and line up as directed, two or three abreast as required, keeping all entrances clear.

B.2 Curfew

All participants must vacate Speedway property by **12:30 a.m.**, except owners of cars under protest or under inspection.

B.3 Camping

NO overnight camping is permitted on Speedway property.

C. PIT ACCESS, RELEASES & REGISTRATION

C.1 Pit Entry Requirements

Before entering the pit area, **all passengers, crew members, and family must exit vehicles** and enter through the designated **pedestrian walk-through gate**.

C.2 Mandatory Release Forms

All drivers and crew members entering the pit area **must sign a release (waiver) form in person**. Anyone caught **forging a name** on a release form will be **ejected from the facility** and may be subject to **criminal charges**.

C.3 Driver Registration & Licensing

Any driver wishing to **collect points** must complete the required registration form with **valid driver's license information** and **pay the assigned registration (license) fee in full** before being permitted to compete at Flamboro Speedway.

Drivers wishing to race and collect points in **more than one division** must obtain a **separate membership/license for each division**.

C.4 Minor Drivers

Drivers **under 18 years of age** must present a **notarized written release** from a parent or legal guardian **prior to competing or being allowed on the racing surface**.

D. ALCOHOL, DRUGS & CONTROLLED SUBSTANCES

D.1 Prohibition

No drinking of alcoholic beverages or use of drugs is permitted in the pit area **prior to or during race events**. The race event is **not considered complete** until the **final checkered flag of the final race** has been displayed.

D.2 Enforcement & Penalties

Any person showing signs of alcohol or drug use will be **removed from the pit area** and may receive a **minimum one-race suspension**, with further penalties at the discretion of the Race Director and Speedway management.

E. COMMUNICATION SYSTEMS

E.1 One-Way Radio System (Mandatory)

No radios or electronic means of communication, **other than the track-mandated One-Way radio system**, are permitted in the pit area or race cars. **Late Model and Super Stock divisions are excluded**.

Each driver on the speedway, **including Late Model**, must have a receiver capable of monitoring **Speedway Control at 454.000 UHF**. This frequency will be used to communicate race information and instructions.

E.2 Compliance & Malfunctions

Failure to follow instructions broadcast on the One-Way radio will result in penalties. It is the **driver's responsibility** to ensure the One-Way radio receiver is functioning properly. If a receiver is not working, the driver must **pull over to a Flamboro Speedway Official and report the issue**. No penalty will be assessed for loss of position due to receiver malfunction.

E.3 Two-Way Radios & Spotters – Late Model Division

For the Late Model Division, Flamboro Speedway recognizes the use of **spotters communicating via personal two-way radios**. However, the driver must respond to any instruction from the Flamboro Speedway One-Way radio **within one lap** to avoid penalty.

It is **recommended** that the driver wear the One-Way radio. If the driver elects not to wear it, the **spotter must**. **All teams must have two-way radio contact** with their driver.

All radio frequencies **must be registered with the Speedway**. Spotters may, at the track's discretion, be required to stand or sit in a **designated area** during competition.

F. TECHNICAL & SAFETY INSPECTION

F.1 Safety Inspection

Upon entering the pit area, **all cars are subject to a safety inspection** by Speedway Officials. A **bright-colored windshield sticker** will be applied to signify the car is approved to proceed onto the track for warm-ups.

F.2 Driver Sign-In Requirement

No car is permitted on the track until the driver has **signed in with the Handicapper** in the Pit Tower. The driver who signs in must **race the car for the entire night**, unless an exception is granted by the Race Director and reported to the Handicapper.

F.3 Warm-Ups & Practice Restrictions

Whenever possible, warm-up laps will be allowed before race time but are **not guaranteed**. No cars will be allowed on the track unless **management gives approval**.

An **ambulance and fire truck must be in position** prior to any car entering the speedway. **Under no circumstances** will a car be allowed practice laps **once the race program has begun or ended**, except at the discretion of the Race Director for safety reasons.

G. DRIVERS MEETINGS

G.1 Mandatory Attendance

Attendance at all drivers meetings called at a race event is **mandatory**.

G.2 Meeting Conduct

During drivers meetings, there shall be **no running of engines**, including generators or car engines, to ensure all participants can hear instructions.

G.3 Penalties for Absence

Drivers who miss the drivers meeting will **start scratch in their first racing event**, excluding warm-up laps.

H. CONDUCT, BEHAVIOUR & DISCIPLINE

H.1 Abusive or Violent Behaviour

Any driver, car owner, crew member, or individual engaging in **abusive, threatening, or fighting behaviour** on the track, in the pit area, or pit tower shall be subject to penalties.

Penalties may include **loss of all points and prize money** for the race meet and/or **suspension**, at the discretion of the Race Director and Speedway management.

Past precedent includes:

- **First offence:** Disqualification for the night and/or suspension
- **Second offence:** Longer suspension of the car and driver

Further punishment may be imposed as deemed necessary by the Race Director.

H.2 Suspension Policy

ALL race meet suspensions issued will be served during **completed events only**. **Rained-out events do NOT count** toward serving suspensions.

H.3 Disruption of Race Program

Anyone who disrupts, impedes, jeopardizes, or hinders the orderly presentation of the racing program, or commits any action detrimental to the Speedway, will be held **personally responsible** for any losses incurred.

Penalties may include **lifetime suspension**. Any driver intentionally delaying the race program by forcing or awaiting a caution unnecessarily will be penalized **up to and including disqualification** from that race event.

H.4 Team Representation

No individual or representative will be recognized in any dispute unless they are a **registered driver** and have submitted the appropriate protest forms. The **driver is the sole spokesperson** for the team.

H.5 Track Access

No participant or crew member may enter the racing surface at any time without permission from an official. Penalty will be **disqualification for the remainder of the race meet** for the driver of the car involved, plus any further penalties deemed appropriate by the Race Director.

I. DRIVER SAFETY EQUIPMENT & VEHICLE OCCUPANCY

I.1 Helmets

All drivers must wear **D.O.T. approved helmets** meeting **Snell SA-2015 for Pure Stocks & Mini Stocks. Pro Late Models are Snell SA-2020. All drivers must have full-face helmets at all times.**

I.2 Driver Apparel

Drivers must wear **fire-resistant driving suits** that cover the body from **neck to ankles and wrists**. **Gloves are mandatory**.

It is **strongly recommended** that drivers wear full fire-resistant underwear, socks, shoes, and laces.

I.3 Vehicle Occupancy & Driver Position

The **head or arm of a driver may not extend outside the door** of a closed-body race car while on track or during any event. **Only one person** may occupy a race car at any time.

J. SOCIAL MEDIA & PUBLIC COMMUNICATIONS

SOCIAL MEDIA & PUBLIC COMMUNICATIONS

J.1 Permitted Use

Personal, first-person postings are permitted.

J.2 Prohibited Use

Journalistic-style reporting, disclosure of confidential information, vulgar or abusive content is prohibited.

J.3 Enforcement

Violations may result in fines, suspension, or exclusion.

K. RACE RULES & ON-TRACK PROCEDURES

K.1 Authority & Compliance

Any driver who willfully disobeys a flag, light signal, or direct instruction via the One-Way radio system will be subject to **any penalty deemed appropriate** by the Starter and/or Race Director.

K.2 Starts & Restarts

All original starts and restarts will be **double file (2 abreast)**. The race will start when the **front row reaches the designated start area**.

On restarts, **passing is permitted only once the green flag or light is displayed**. Cars must maintain a pace **equal to that set by the official pace vehicle** and must maintain that minimum pace once the pace vehicle exits the track.

The **pole sitter is the control car** and must **NOT reduce pace** heading to the green flag or a penalty will be assessed. The pole sitter must create a **safe start environment** and must not accelerate to racing speed prior to the line on the wall on the front straightaway.

Cars moving out of line or jumping before the green will be penalized accordingly. Once cars have assumed side-by-side positions, if a car drops out of line for any reason, the line from which the car exited will move forward to fill the gap. **There will be no reshuffling of the entire field.**

K.3 Driver Exiting Car & Caution Limits

Any driver exiting his/her car **after the start of a race** will assume a **scratch position**. Any driver stopping on the track, other than to consult with a Flamboro Speedway Official regarding a safety matter, will also assume scratch position.

Any driver responsible for **three caution flags** during a race will be **black-flagged and removed from the race**. This includes loss of control of the car without contact and/or making contact with another car.

K.4 Transponders

All drivers competing at Flamboro Speedway must run a **Westhold Transponder** for scoring purposes. Transponders may be purchased or rented from the track. Proper mounting location must comply with technical rules.

K.5 Repairs & Refueling

No repairs of any nature or refueling are permitted on the racing surface at any time. Penalty will be **disqualification from the race**.

A car may pull to the infield where the **driver ONLY** may make minor repairs (example: pulling out a fender) and must **restart at scratch position** upon return.

K.6 Yellow Flag Procedures

Once the yellow flag is displayed, all cars must remain in **single file** and within a **reasonable distance** of each other. The lead car is responsible for maintaining the proper speed as indicated by the Starter or pace car.

Lapped cars must move to the **inside of the racetrack** and advance to the **rear of the field** in the order they were running.

K.7 Accidents, Finishes & Race Completion

If a red flag is displayed on the last lap, the race will be declared **complete**, with cars involved in the accident placed at the **rear**.

All finishing positions, prize money, and points will be awarded based on the **most laps completed in the least amount of time**, regardless of whether the car is still running. Any post-race penalties will be assessed as **points and/or money fines** from the scored finishing position.

K.8 Stopped or Shortened Races

If a race must be stopped due to a serious issue, it may be declared **complete at any time after the halfway mark**.

On restarts, lineups will be taken from the cars crossing the start/finish line as recorded by transponders. The remainder of the field will be scored from the **last completed lap**, with accident cars assuming **scratch position**.

A lap is considered complete when the **lead car crosses the start/finish line**. Cars not crossing the line at the time of a caution or red flag will be scored according to the last completed lap.

K.9 Definition of Accident Involvement

Cars considered involved in an accident include those that are:

- Physically involved in contact
- Spinning out
- Going backwards
- Drastically off the racing surface

This applies at or during the display of a yellow or red flag, except when the track is completely blocked. Determinations are at the discretion of the Starter and/or Race Director.

K.10 Black Flag & Infield Procedures

Drivers experiencing mechanical difficulty or shown the black flag must **pull to the infield**, well off the racing surface.

K.11 Off-Track Excursions & Re-Entry

Unless otherwise stated at the drivers meeting, any car that goes **off the track with four wheels** may re-enter the race **safely**, without jeopardizing competition.

If a driver causes an incident while re-entering, penalties may include **disqualification and/or suspension**.

If racing conditions are **wet or muddy**, any car entering the infield during the race will **not be permitted to resume racing**. This is known as the **Infield Rule**.

K.12 Pit Re-Entry During Races

Re-entry from the pits during feature races is permitted **only under direction of track staff**.

Drivers must be under control and able to stop safely at the re-entry gate if instructed. **No flying re-entry** is permitted. Failure to comply will result in the driver being **black-flagged**.

Drivers who do **not take the original green flag** of a feature race will **not be permitted to join the race once underway**, in all divisions.

K.13 Cool-Down, Cruise & Victory Laps

A **cool-down/cruise lap** must be completed at the end of every heat, consolation, and feature race while obeying all signals from track officials.

Failure to complete the cool-down lap will result in a penalty equal to being **scored as the last running car**.

During the victory lap, the race winner will cruise on the **inside portion of the track** and stop in front of the **infield Victory Lane Board**.

L. FEATURE LINEUPS & STARTING POSITIONS

L.1 First Feature

The first feature lineup of the season will be determined by draw.

L.2 Second Feature

The second feature will be lined up with an inversion of the **lead lap cars** from the first feature. Lap-down cars will start behind lead lap cars and will follow the same inversion.

L.3 Subsequent Events

The next scheduled race will be lined up based on a **complete inversion of the previous feature finish**. New entries will start behind lap-down cars.

L.4 Field Size & Provisionals

A full field is defined as 24 cars for Mini Stocks & Pro Late Models. A full field for Pure Stocks is 30 cars. Provisionals may be granted to past champions or promoter selections.

L.5 Rookie Starts

Rookies must start at the rear of the field for the first three weeks.

M. POINTS, CHAMPIONSHIPS & AWARDS

M.1 Points Eligibility & Event Scope

Points will be calculated **on regular events only**. A valid Flamboro Speedway **membership (license)** is required to compete at Flamboro Speedway events, **except invitational events**.

M.2 Penalties & Points Calculations

Any penalties—either **on-track** or during **technical inspection**—may be reflected in the **feature line-up** at the **direction and discretion of the Race Director**. Points earned under these circumstances will be used in calculating the **points average**.

Any driver who does **not compete in the Feature**, by choice or default, will receive **show-up (non-starter) points** in lieu of a feature finish.

M.3 Car Points vs. Driver Performance Points

Points are awarded to the **car number** at each race event to determine the **Championship Car/Team**. There is **no limit** to the number of different drivers who may accumulate points for a single car/team.

Drivers will also be tracked using **driver performance points**, which will be used to calculate the **Driver Championships** for the season. **Individual performance** will be the determining factor in deciding division championships.

M.4 Driver Changes & Point Attribution

Drivers who **sign in with one car** and, due to circumstances, **change cars for the event** will receive **their driver performance points** for that event.

M.5 Eligibility for Awards & Attendance Requirement

Drivers must meet all criteria set out in the rulebook to be eligible for **point fund and contingency awards**.

To accumulate points at Flamboro Speedway, drivers must participate in **at least 80% of the events** in their respective divisions.

Attendance at the Year-End Banquet is mandatory to collect point fund money.

Any team that runs **100% of the shows scheduled for their division** will receive **one (1) season pass for all scheduled events at Flamboro Speedway for the 2027 season**. This pass is issued to the **main registered driver** for that team and **excludes the two (2) APC races** for the Late Model and Super Stock divisions.

M.6 Disqualifications

Any driver or car that is **disqualified** from an event will receive **zero (0) points** for that night.

Disqualifications **do not impact perfect attendance** for the purpose of attendance awards or eligibility calculations.

Notice of all disqualifications, including the **infraction**, will be **posted in the Pit Tower the following week**.

M.7 Memorial Night Winners

Memorial Night Winners for **Memorial Night**, the overall winner for each division racing that night will be determined by the **highest average finishing position** across **both combined feature races**.

If **multiple drivers** have the **same average finishing position** for the night, there will be **multiple overall Memorial Night winners** for that division.

M.8 Safety-Based Starting Position Adjustments

Safety-Based Starting Position Adjustments Flamboro Speedway reserves the right to **require a driver to start in a position other than their assigned position** if officials determine that the driver—due to **talent, ability, skill level, or mechanical issues**—may pose a danger to themselves or others.

The affected driver will be **consulted by the Race Director** prior to the ruling being imposed. **Failure to comply** with such a request will result in **disqualification or suspension**.

N. ROOKIE CLASSIFICATION

N.1 Definition

Rookies are drivers with fewer than five races in a division or without championships in higher divisions. Co-drivers must meet the same criteria.

O. PAINT, LETTERING & NUMBER REQUIREMENTS

O.1 Car Appearance

All cars must be **neatly and brightly painted** and be **presentable in appearance at all times**. Cars considered **improperly prepared** may be rejected by the Technical Committee at any event. **NO battered cars** will be permitted.

O.2 Number Assignment

Numbers need to be submitted to **the track** using a maximum of **two digits only** (0–99, 00–09). Letters after the numbers are permitted, but no symbols will be allowed.

O.3 Number Placement & Style

Numbers must be displayed on **both sides of the car and on the roof**. Only **block-style numbers** are permitted.

Side numbers must be a **minimum of 24 inches high by 3 inches wide**. Roof numbers must be readable from the **right-hand side** of the car.

O.4 Number Visibility & Colour

Numbers must be in a colour that **distinctly contrasts** with the car and must be **clearly visible and legible** to the scorer's tower on the front straightaway.

The following are **NOT permitted**:

- Trick numbers
- Gold numbers
- Silver numbers

- Reflective-type numbers

Officials may require changes to any numbers deemed **unreadable**. Failure to make required changes may result in the **car not being scored**.

O.5 Windshield & Tail Light Numbers

A **minimum 4-inch high number** is required on the **upper right corner of the windshield** and on the **tail light caps** for lineup purposes.

O.6 Team & Co-Driver Identification

When driving as a team (co-driver), the car must display the **number of the registered driver**. **No alternate cars** may be used.

O.7 Under Glow Lighting

No lighting will be permitted either on the rear or underside of the cars during any race nights.

P. PROTEST PROCEDURES

P.1 General Requirements

ALL protests must be submitted **in writing** and be accompanied by a **\$50.00 non-refundable CASH ONLY deposit**. If the protesting driver is successful, the deposit will be returned. **NO protest will be accepted without a deposit**.

Protest forms may be obtained from the **Track Handicapper in the Pit Tower**. Protests must be **handed to the Handicapper AFTER the completion of a race — NOT DURING**.

Protests will only be accepted from a **registered driver in good standing** at Flamboro Speedway and may only be filed **against a car/driver in the same division**.

P.2 Time Limits

- **Scoring protests:** Must be submitted **within 10 minutes** of the completion of the protested race.
- **Technical protests:** Must be submitted **within 15 minutes** after completion of the race in which the protested car competed.

Failure to meet **any requirement or deadline** will result in the protest being **void**.

P.3 Submission & Handling

The Handicapper will issue a **receipt** for all protest fees. The protest will then be handed to the **Race Director**, who will notify the affected driver. **Under no circumstances** may a protest be delivered directly to Tech Officials.

P.4 Conduct & Final Authority

Every attempt will be made to resolve protests before the conclusion of the race meet. If this is not possible, Speedway Management may **withhold pay-offs, points, and finishing positions** until a decision is reached.

All parties will be notified before the next scheduled race meet whenever possible. **ALL decisions are final**.

Anyone who persists in **abusive verbal or physical behaviour toward an official** will be fined, suspended, or both.

AT NO TIME may any driver or pit crewmember approach the **starter's or scorer's towers** to dispute a decision.

P.5 Visual, Cube & Technical Inspections

- **Visual inspection (no tools):** \$30.00 fee
- **Cube check:** \$30.00 fee

Officials will not discuss or consider any protest not submitted in writing.

Q. ENGINE TEARDOWN PROCEDURES

Q.1 Engine Teardown Protests

If a protest involves the teardown of a competitor's engine, the **protest fee is \$100.00 CASH**. The protesting driver **must remain at the track** until the teardown is completed.

- If the engine is found **illegal**, the full \$100.00 will be **returned to the protester**, and penalties will be assessed by Speedway Management.
- If the engine is found **legal**, the \$100.00 will be **awarded to the driver of the protested car**.

Cash must be presented to the Handicapper and a receipt obtained **before the start of the Feature race**.

Q.2 Compliance Time

Once notified that an engine is under protest, the affected driver has **45 minutes** to have the engine **ready for removal**. Failure to comply will be considered a **refusal**, and penalties will be assessed.

Q.3 Authorized Personnel

During inspection of a protested car, the **only authorized persons** permitted shall be the **registered driver and/or registered owner** of the protested car.

Q.4 Race Director Authority

The Race Director may request **weight, cube checks, or engine teardown at any time**. The track will pay **\$50.00 to a legal car for teardown**. No compensation will be paid for cube or visual inspections.

The Race Director may require removal of **both cylinder heads, oil pan, or any other components** deemed necessary to determine legality.

R. FLAG RULES

R.1 Green Flag

The green flag signifies the **START of the race**. Any car **not on the track** when the green flag is displayed **may not enter the race**.

R.2 Yellow Flag (Caution)

The yellow flag signifies a **caution** and will be given to the first car passing the starter.

All cars must immediately **slow down and fall into single file** until lineup is established. **No passing** is permitted unless directed by officials.

Drivers must follow **One-Way radio instructions**. Failure to take the position indicated by officials may result in penalties **up to and including disqualification**.

A driver may request a **scorer's check on position**. Once reviewed, the decision is **final**.

R.3 Red Flag

The red flag indicates **immediate danger**. All cars must **stop as quickly and safely as possible**.

Anyone disobeying the red flag will be **disqualified**. Officials may motion cars to move for safety reasons. Drivers not involved in the incident must **remain in their cars** unless instructed otherwise.

R.4 Black Flag

The black flag signals that a **penalty has been issued**. Reasons include, but are not limited to:

- Inability to continue
- Rough driving
- Failure to maintain competitive speed
- Blocking

Drivers receiving the black flag must follow **One-Way radio instructions**. Failure to comply will result in **disqualification and/or suspension**.

R.5 White Flag

On all starts and restarts, the white flag indicates **one lap before the green**. The white flag also signifies **one lap remaining** in the race.

If a caution occurs after the leader has taken the white flag, the **checkered flag will immediately follow, and the race will then be deemed complete**. Finishing positions will be taken from the **white-flag lap with cars that have crossed the start finish line**. If cars have not crossed the start finish line, video replay will be used to determine finishing positions. All involved accident cars that brought out the caution will be placed at the rear of the field according to laps completed.

R.6 Checkered Flag

The checkered flag signifies the **end of the race**.

S. Points Structure

S.1 One Feature Events

Finishing Position Points

<u>Position</u>	<u>Points</u>	<u>Position</u>	<u>Points</u>
1 st	100	16 th	85
2 nd	99	17 th	84
3 rd	98	18 th	83
4 th	97	19 th	82
5 th	96	20 th	81
6 th	95	21 st	80
7 th	94	22 nd	79
8 th	93	23 rd	78
9 th	92	24 th	77
10 th	91	25 th	76
11 th	90	26 th	75
12 th	89	27 th	74
13 th	88	28 th	73
14 th	87	29 th	72
15 th	86	30 th	71

S. 2-Double Feature Events

Finishing Position Points

<u>Position</u>	<u>Points</u>	<u>Position</u>	<u>Points</u>
1 st	50	16 th	35
2 nd	49	17 th	34
3 rd	48	18 th	33
4 th	47	19 th	32
5 th	46	20 th	31
6 th	45	21 st	30
7 th	44	22 nd	29
8 th	43	23 rd	28
9 th	42	24 th	27
10 th	41	25 th	26
11 th	40	26 th	25
12 th	39	27 th	24
13 th	38	28 th	23
14 th	37	29 th	22
15 th	36	30 th	21

S. 3 Non-Starter Points

Non-starter points will be awarded as **last place points based on the total number of cars racing that night**. Drivers must have made **an attempt to practice or qualify** in order to be eligible for non-starter points.

T. FINAL AUTHORITY

Flamboro Speedway reserves the right to accept or deny any membership, entry, admission fee, or participation in any racing event.