

**2011  
DRIVER RULES AND REGULATIONS**

1. Drivers must be 16 years of age or older. Drivers under the age of 18 must have written consent from parents.
2. Drivers may use as many pit persons as desired. **NO CHILDREN UNDER THE AGE OF 14 WILL BE ALLOWED IN THE PIT AREA.** Violators will be expelled from the the pit area.
3. No drivers under the influence of alcohol or drugs will be allowed to participate in the derby.
4. Drivers, pit persons, and pit spectators must sign Entry Form and Release of Liability before entering the derby area. Children under the age of 18 must be signed for by an adult. All person in pit area are required to have armband to stay in pit area. All others will be expelled.
5. Entrants may drive their own car or designate a driver. If a change in drivers is made during the event, Judges must be notified immediately.
6. Driver and all judges must attend pit meeting.
7. Authorized vehicles will be permitted in pit area. **No personal vehicles will be allowed in the pit area.**
8. Any make of automobile, 1950 and up may be entered as long as the vehicle is not a pickup, truck, or jeep. No four wheel drives, No Chrysler Imperials, No ambulances or hearses will be allowed. No trucks, jeeps, convertibles, carryalls, and No Imperial sub frame cars as deemed inappropriate by judges. Sedagons are not allowed.
8. Gates will close ½ hour prior to the start of the pit meeting. *(45 minutes prior to the start of the derby).* At that time no other vehicles will be allowed to enter the derby. All cars must be inspected and ready prior to the beginning of the pit meeting. No vehicles inspected or accepted after 6:15 p.m. **GET HERE EARLY.**
9. **No modifications can be made to car after inspection of vehicle.**

**HEAT AND PRIZES**

1. Heats will be determined by number of entries. Preliminary heat arrangements will be done as entries arrive at the check-in gate.
2. The last 2 cars still running in each heat will advance to the feature.
3. Slop heats will be run and the last two cars will compete in the feature. Slop heat 1 runners must sign up prior to the beginning of 3<sup>rd</sup> heat. Slop heat 2 runners must sign up immediately following the conclusion of last heat.
4. Each heat finisher will receive \$25.00 plus trophy.
5. Slop heat finishers will receive trophy but no cash prize.
6. Competition will continue until only one car remains running.

**ENTRY FEE**

Advance entry fee is \$40.00 (which includes car and driver). Any entries the day of the event will be \$50.00. Any other person in the pit area must purchase a pit permit for \$20.00. All checks to be made payable to "Hays Lions Club". No refund of entry if car doesn't pass inspection.

**PARTICIPATION REGULATIONS**

**Orderly conduct is required of all drivers and pit crews. The driver of the vehicle is responsible for the conduct of his pit crew. Driver will be disqualified for the conduct of his pit crew. ALL DECISIONS MADE BY JUDGES WILL BE FINAL.**

1. Vehicles may maneuver forward or backward. Use of front end at short distances is allowed.
2. No deliberate head-on or hitting of driver's door allowed. Accidental bumps will receive one warning to driver. 2<sup>nd</sup> bump will disqualify.

3. Anytime 2 wheels or more of the car is outside of the boundary the car will have one minute to return. Four wheels out and car is disqualified from heat.
4. Any car with gasoline spilling or leaking will be disqualified from heat.
5. Drivers must remain in their cars until the event director has declared the heat is over, except in the case of a fire.
6. When the calling goes out for each heat and final heat, driver is responsible for being on the track in 2 minutes or he will be disqualified.
7. Helmets with face shields or helmets with goggles must be worn at all times. Seat belts and/or shoulder harness must be worn at all times.
8. Any door that comes open will be disqualified.
9. Driver must make a hit within a 1 minutes.
10. NECK ROLL IS MANDATORY. YOU MUST HAVE A NECK ROLL OR NECK BRACE.
11. Driver's are required to strike another vehicle within 1 minutes. **Don't play possum.**
12. **Team driving IS NOT allowed!!!! First violation is a warning. The second violation will result in disqualification of driver and car.**
13. If a fire occurs, the heat is stopped until the fire is out. Driver will have two (2) minutes to restart the vehicle and continue in the competition. A second fire results in the driver and car being disqualified.
14. All drivers must wear seat belts and safety helmets. All drivers must wear pants, shirt and closed shoes. **NO SHORTS OR SANDALS.**
15. Protests must be directed to judge at earliest possible time.
16. Orderly conduct is required of all drivers and pit crews. The driver of the vehicle is responsible for the conduct of his pit crew. **Absolutely no one is allowed in the derby arena during the competition except for the drivers.** Any signs of disorderly conduct can result in the driver being disqualified.
17. Judges may disqualify a driver if he is considered unfit to drive. Any eruption of fights may result in the disqualification of the car and driver.
18. **No person will be allowed to sit, stand, or jump on cars being pulled from derby area. This includes riding on the pulling vehicle.**
19. Only pulling vehicles authorized by judges will be allowed in the derby area.
20. Entrants and pit crews are expected to keep grounds clean from trash, bottles, cans, or other debris.
21. All cars must be removed from grounds immediately after the derby. **Any sheet metal, bumpers, or other material removed from car or fallen loose must be removed.** If you experience problems with the removal of your vehicle, contact judges to make arrangements for later removal.
22. All drivers must attend pit meeting
23. **Challenge Rule:** An individual(s) can challenge a car of illegal preparation by providing \$250 bounty money. Upon receipt of bounty money, judges will inspect suspected violation thoroughly. The inspection will include cutting of frame and suspected reinforced areas of car. A verified violation will result in forfeited winnings and the return of the \$250. Cars will be advanced in finishing order to determine a prize payouts. If violation is unconfirmed after inspection, the car under investigation will retain all winnings plus the \$250 bounty money. All challenges will take place after main feature.
24. At the end of the final, all top place cars must pull to staging area to be reinspected.. Any beefing up of cars between heat races and final will result in disqualification of car and driver.

## **CAR PREPARATION**

### **ALL WELDING MUST BE 6 INCHES ON, SIX INCHES OFF UNLESS OTHERWISE SPECIFIED.**

1. All glass, chrome, name plates, pot metal, plastic, small grill prices, and anything else that might break off or fall off must be removed from car prior to entry on grounds. All Wagon decking must be removed.
2. Concrete, metal plate, wood, foam and pins in the frame and doors will NOT be allowed.
3. The stock gas tanks must be removed. A maximum 5 gallon gas tank must be located in the rear seat compartment and fastened and covered securely.

4. Batteries must be moved to front seat compartment and fastened securely. Batteries and fuel cells must be covered with metal or rubber mat. No more than two automotive or marine batteries allowed.
5. Radiators and fans may be removed but not relocated. You can not use your heater core for a radiator
6. Transmission coolers are allowed, but must be placed inside the car. Electric fans or ice may be used.
7. Body mounts may be changed to 5/8" bolts or less. A 5" by 5" by 1/4" plate may be used inside the car as a washer on the top side of the body mounts. You can suck body to frame. Do not weld
8. Car trunk lids may be folded inside the trunk compartment. You can not weld lid inside of car. All wagon decking will be removed.
9. Air conditioning condenser cores may be placed in front of the radiator. No other reinforcement such as expanded metal may be used.
10. No tires larger than 15" allowed. No studded tires. Paddle tires allowed on front only. No bead lock or screwed wheels. 5 lug wheels only.
11. Air cleaner must be left in place.
12. Firewalls can have a 12X12 inch hole cut out for distributor clearance. Must be covered with innertube
13. Motor modifications are allowed but the car must be running on gasoline.
14. Coil spring rear end cars can NOT be changed to a leaf spring rear end. Do NOT add any leafs to leaf spring car. No main leafs may be substituted for sub leafs. Do not modify or alter suspension of the car, leaf springs must be stock, must be factory OEM. No modifications or altering tie rods, A arms, leaf springs and coil. You can have 2 extra clamps per side.
15. A fire extinguisher must be placed in car and securely mounted within easy access to the driver.
16. You may place slogans and/or advertising (no obscenities) anywhere on the car except on the front door. You must put the car number in large print on the front doors with the driver's name above the number. If you have upright numbers on the top of the vehicle, they must be placed above rear windshield area.
17. All cars must have working brakes.
- 18.. No fresh paint or undercoating allowed on frames.
19. # 9 wire is allowed. 1 spot per window and it can have 4 wraps.
20. You can not create your own seams on the outside of car

## **\*\*WELDING EXCEPTIONS**

**The only welding on the frame is 12 inches behind fire wall and forward top seams only. DO NOT WELD ANYWHERE ELSE ON THE FRAME UNLESS STATED. DO NOT X-FRAME. All welding unless otherwise specified MUST be six inches on, six inches off.**

## **HOODS**

1. The hood must be securely bolted with a maximum of six all threads not to exceed one inch in diameter (must be able to open). The only bolts or all thread allowed to go through the frame are the two located at the radiator core support. All other bolts or all thread must be sheet metal to sheet metal only.
2. Hood washers may not exceed 3/8 inch thick by 5 inch square. You can not weld on hoods; you can use 25 bolts which can be 1/4 inch thick to reattach braces to hood.
3. Holes must be cut in hood, (a min. of (2) 6"by 6" each).

## **TRUNKS**

1. Two bolts or all thread (not to exceed 3/4 inch in diameter) are allowed in the trunk and can go

to trunk pan. May not pass through frame.

2. Trunk may be chained around rear bumper but must not go around the frame or rear axle.
3. A 12" hole must be cut in trunk.

## **DOORS**

1. You can fold top of doors down and weld together. No added material used.
2. A safety bar may be welded or bolted behind driver's seat not to exceed 4 inches in diameter. Bar may extend from door post to door post, but preferred to run diagonally from driver's door to hump in floor board.
3. A four point internal side cage (includes dash bar, side bars, and bar behind seat) will be allowed. Side bars must not extend further than 18 inches behind rear edge of front door. Side bars cannot exceed 3 inch pipe. Do not connect to frame.
4. Foam may be place in driver's door area to protect driver.
5. Do not add wood inside of doors.
6. You can also weld the inner door seams. **This is the only thing you can weld inside of the car.**
7. Driver's door must have reinforcement brace on inside or outside of door. Driver's door bar on the outside can cover driver's side door and driver's side passenger door but are not to exceed 12 inches past driver's door seam.

## **BUMPERS**

1. **DO NOT** install special bumpers, extra weights, trailer hitches, special lift kits, or any reinforcement except as set out in rules. No modifications of suspension allowed. Shocks may not be altered. No coil over shocks allowed on front end. Bumper height from ground to 16 inch minimum, 22 inch maximum to bottom of bumper.
2. A maximum of (2) straps 2" by 1/4" can be welded from front bumper to core support. A maximum of (2) straps 2" by 1/4" can be welded from rear bumper to trunk lid. All straps on the front and back must be placed vertically.
3. Factory bumper mounts may be welded to the frame without using filler material.
4. Shock bumper mounts may be welded without using filler material.
5. Bumper swaps are allowed. Chevy to Ford, Chrysler to Chevy. No relocating of bumpers
6. Bumper skin may be cut and folded down and welded.

## **OTHER CAR PREPARATION**

1. Trimming the body for tire clearance allowed (a maximum of five 3/8 inch bolts per wheel well with a maximum one inch O.D. washer will be allowed. You may cut and weld rear fender wells also. You can only have the bolts around the wheel well opening.
2. Trunk and doors may be securely welded on the outside only; **six on, six off.**
3. Up to two bars or chains must be welded where windshield would be, which keeps hood out
4. Door seams, trunk lid seams, and wagon gate seams may be welded with 2" by 1/4" "strap or with 1/2" rebar (in line with the seam). Smaller material may be used. Only outside seams may be welded.
5. One pipe not to exceed 3" diameter may be used in the place of the dash and a 5" by 5" by 1/4" plate can be welded on each end of the pipe.
6. Motor mounts may be welded as long as it does not reinforce frame. You can only go straight down and do not extend out, **six on, six off.**
7. Pre-run cars may patch a hole in the body of the car, but not replace the whole side of the car. If you patch a hole you must use sheet metal no greater than the sheet metal that makes up the original car body. This patch may overlap the outside of the hole 2"X 4". Don't push your luck.
- 8 No welding of the suspension. This includes controlling arms and tie rods. You can weld main leaf mounting brackets to prevent them from coming unbolted. Rear end control arm must be

stock and cannot be reinforced, but they may be shortened or lengthened but must be re-welded with no added metal. You can weld coil springs at the base. (So they don't fly out)

9. The steering column from steering wheel to gearbox may be altered.

10. Welding machines can be allowed in pit area.

11. All cars may have plates welded to the frame and you may have 4 total plates (4X6) and can be ¼ inch thick. Maximum 4 plates per car. This means fresh or used cars. If you have a preran car, and you already have 4 plates and you have to add another plate, you must completely cut one plate off to add another plate. The plates can only be welded on the side of the frames. No welding the plates on the top and bottom of the frame.

12. You may weld the core support and inner fenders to outer fenders. **DO NOT USE ADDED FILLER. WELD ONLY.**

## **COMPACT CAR RULES**

### **KIND OF VEHICLE**

1. Any make of automobile that has a wheelbase less than 103" and that has a six or four cylinder engine. No pickups, minivans, convertibles, SUVs, taxis or custom built vehicles (dune buggies, sandrails, etc.) will be allowed.

### **PREPARATION OF CARS**

1. The compact car class will be a no weld "Hobo Style" event. The only welding allowed will be driver's door, x-bracing behind seat, and 2 - 1" bars installed from roof to the dash for driver safety.

**No WELD means absolutely NO WELDING. This includes broken or cracked factory welds. DO NOT WELD IT. If a factory weld is discovered that has been fixed you will not be able to participate. THE JUDGE'S DECISION REGARDING THIS RULE WILL BE FINAL.**

2. Other preparation of the car will be the same as the standard-sized cars (see above).

3. Cars must be completely stock.

4. All doors (except driver's door) must be wired or strapped shut.

5. Oversized tires will be permitted. No liquid in tires. No eight bolt wheels.

### **PRIZES**

1. Competition will continue until only one car remains running.

### **ENTRY FEE**

Advance entry fee is \$40.00 (which includes care and driver). Any entries the day of the event will be \$50.00. Any other person in the pit area must purchase a pit pass for \$20.00. All checks payable to "Hays Lions Club".