



2025 PASSCAR RULE BOOK

The purpose of these Rules is to: (1) provide for the safety of the drivers, pit participants, and spectators: (2) assure each participant a fair decision when disputes arise: (3) improve the caliber of PASSCAR events in particular and racing in general.

MEMBERSHIP

Any participant may race two PASSCAR Events without being a member. They will receive prize money but will not receive championship points for that race. The third race they participate in they must be a member of the Perris Auto Speedway PASSCAR Association to participate in the event and to accumulate points. The Membership fee is \$50.00. All cars must pay a \$40.00 entry fee per race to participate in a PASSCAR Event.

MUFFLERS

All cars must have mufflers. A DBA reading of 95 measured at 100 feet. It is the owner's responsibility to meet the DBA rating. You will be notified if your car does not meet the noise level. You be given only one warning for that night's event. The second time that your car does not meet the noise level you will be disqualified from that night's program. No car shall enter a race without a muffler. Any car losing a muffler during a race will be black-flagged. A car must start and finish with an approved muffler or the car will be scored last according to the original line up.

DRIVER ELIGIBILITY

1. All Drivers must be at least 14 years of age to compete. The track management reserves the right to approve a driver younger than 14 years of age to compete. A birth certificate with a county seal may be required to prove age. A minors release form must be on file with PASSCAR if under 18 years of age.
2. Every driver must attend the drivers meeting.
3. The Racing Director may require that any driver who has been injured requiring doctor's care must present a release from said doctor before being allowed to compete again.
4. **ANY** driver may be required to start in the rear of their initial race or races until they demonstrate they are competitive. All rookies must display a yellow "rookie flag" on the rear of the car until PASSCAR has determined they no longer qualify as a rookie.
5. **ANY** driver continually getting into trouble/accidents may be required to start at the rear of the races until he/she proves that he/she can handle his/her car safely.

6. **ANY** driver and car may be banned from the facility for whatever period the management desires for continually causing accidents and becoming a hazard to him, other drivers, spectators, officials and crewmen.
7. If for any reason a driver change is made in any race, that car must start at the rear of the field. No car can compete in another division. If the car is a Street Stock it can not run in both classes during the same event.

GENERAL BEHAVIOR

1. Drinking or boisterous conduct will not be allowed in the pits. Anyone who shows signs of intoxication, or who has been acting in a manner unbecoming of PASSCAR, may be ejected from the pits and the entire facility.
2. **FIGHTING:** Any car owner, driver or team member going to another pit area or to another car and physical action results the person and/or persons, car owner or entire team going to the other car or pit area **MAY** be subject to a fine of \$500.00 and a **ONE CALENDAR YEAR** suspension. Anyone involved in any fight **MAY** be suspended for up to **ONE CALENDAR YEAR OR TOTAL EXPULSION FROM THE FACILITY FOREVER. THE TRACK MANAGEMENT WILL DECIDE THE SEVERITY OF THE PUNISHMENT.**
3. Fines plus a suspension (up to one calendar year) will be levied to **ANYONE** interfering with the starter or official during the course of the race. The minimum fine is \$100.00 and/or disqualification for the evening.
4. **UNSPORTSMANLIKE CONDUCT** - The Race Director at their discretion, may access a "Stop and Go" penalty through the work area for rough Driving as a first warning. The speed limit in the work area is 5 MPH. Should a Driver go over the Speed Limit, the Race Director has the option to disqualify him from re-entering the race. The Driver must wait in the turn four staging area and will not return to the race until the Track Official and Race Director directs them to return. If the Driver re-enters the race without approval from the Track Official and the Race Director they will be disqualified from the race. They will not receive points or purse money for that event.

In addition, after a Driver has been given a "Stop and Go" penalty and **CONSISTENTLY RUNS – HITS - BUMPS** - into another competitor's car or cars that car will be **BLACK-FLAGGED**.

Any Driver that intentionally takes another car out whether they continue on will be **BLACK-FLAGGED**. Once you are **BLACK-FLAGGED** you must immediately pull off the racetrack and enter the pit area.

If you are **BLACK-FLAGGED** for **UNSPORTSMANLIKE CONDUCT** you will be **DISQUALIFIED** from that race. You will not be scored or receive any points for that event. You will also receive a **DEDUCTION** of 25 POINTS for your actions for your first offence. Once you have been **BLACK-FLAGGED** for **UNSPORTSMANLIKE CONDUCT** you will be on probation for the next two events.

If you are **BLACK-FLAGGED** for **UNSPORTSMANLIKE CONDUCT** during your probation you will be **SUSPENDED FOR TWO RACES. YOU WILL NOT BE SCORED OR**

RECEIVE ANY CHAMPIONSHIP POINTS FOR THAT EVENT. IN ADDITION, YOU WILL RECEIVE A 40 POINT DEDUCTION.

Should you be BLACK-FLAGGED and refuse to acknowledge the black flag after the 3rd lap you will be fined an additional \$100 per lap. If you are fined the fine must be paid in full before in order to compete with PASSCAR again. **We all know this is a contact sport; however there is a line between competitive driving and unsportmanlike conduct. Do not cross over that line!**

IF ANY DRIVER RECEIVES THREE BLACK-FLAGS IN ONE SEASON FOR UNSPORTSMANLIKE CONDUCT THEY WILL BE SUSPENDED FOR THE REMAINDER OF THE SEASON.

THE DECISION TO BLACK-FLAG A COMPETITOR FOR UNSPORTSMANLIKE CONDUCT WILL BE MADE BY THE RACE DIRECTOR, FLAGMAN, TRACK OFFICIALS AND OR THE MANAGEMENT OF THE SPEEDWAY. THERE IS NO APPEAL PROCESS.

5. Anyone that has been assessed a fine for whatever reason MUST pay the fine prior to competing in any other PASSCAR event even if they plan to compete in another division of PASSCAR.

INSPECTIONS

- a) All cars are subject to inspection by Perris Auto Speedway at any time and in any manner determined by track officials. All decisions regarding the timing and manner of inspections, as well as which cars will be inspected is final.
- b) A competitor must take whatever steps requested by a track official, including tear down of a car, to facilitate inspection of the car at any time.
- c) Only those persons approved by track officials may be admitted into the inspection area.
- d) Perris Auto Speedway has the right to confiscate any part and/or equipment, which fail to meet applicable Perris Auto Speedway specifications during an event.
- e) Track officials mandate inspection after the event; if a car that has competed in the event is taken from the tech area without permission of a track official, the car and driver will be disqualified.
- f) Any member who fails to tear down a car for inspection when requested to do so by the track officials, a fine and/or loss of championship points and /or definite suspension from Perris Auto Speedway will result.

FLAG DEFINITIONS AND RACE PROCEDURES

General:

AT NO TIME WILL CARS BE ALLOWED ON THE TRACK WITHOUT BEING RELEASED BY THE STARTER OR OFFICIAL. FAILING TO ABIDE BY THIS RULE WILL RESULT IN THE LOSS OF HOT LAPS AND OR DISQUALIFICATION FROM THAT PARTICULAR RACE. IF YOU ARE DISQUALIFIED FROM A RACE BECAUSE YOU RE-ENTERED THE RACE WITHOUT BEING RELEASED BY AN OFFICIAL YOU WILL RECEIVE ZERO POINTS AND NO PAYOUT.

Green Flag:

Definition: The start of the race, the start of a qualifying lap or the restart of competition after a yellow or red flag.

1. In all events, any car that fires under its own power then stops for any reason will be restarted and placed at the rear of the line-up. Any time before the start of the race, racecars must pull into a designated spot or the pits for repairs. Drivers failing to do this are out of the race. Once in the turn four staging area, the driver will not enter the track again until released by the starter and officials. The car must rejoin the field at the tail.
2. When coming down for a start, or restart, any car causing two (2) false starts may be started in last position at the starter's discretion.
3. Cars in last row will not be permitted to "lay back" and take a run at the field when approaching the green flag.
4. Starts will not be delayed for hot-lapping cars. Races may be started with lagging cars. In any event, the starter will decide when the race should be started.
5. All cars should remain in line in their proper starting positions before the green flag is thrown to start the race. Infractions of this rule will result in the loss of two (2) positions for each car passed illegally, and/or fine of the driver.
6. When the green flag is thrown, the race is on regardless of the position of the cars on the track. Passing therefore is allowed before reaching the starting/finish line, subject to the provisions of Rule 5 regarding passing before the green flag is thrown to start the race.
7. To eliminate delays, the starter may start the race with a car out of position after it has been brought to the driver's attention. The out of position car will be set back two positions by the Scorer for each out of line position.
8. Any car not taking the original green flag must start at the rear of the field in case of a restart.
9. In order to receive prize money and points, one **MUST** take the original green flag in the event.

Yellow Flag:

Definition: Caution, danger, slows the field.

1. When the yellow flag and/or lights are displayed by the Starter, they apply to the entire racetrack. All cars should hold their position. There will be no passing unless directed for a particular car, or cars, by the officials.
2. Under the yellow, the driver of the lead car will hold the pace the Starter desires and the rest of the field will form a single line behind the lead car.
3. The driver of the lead car will be fined if he/she does not reduce speed to comply with the Starter's command while running under the yellow.

4. Any car that **STOPS** for any reason while running under the yellow or restart flag will start at the rear of the field.
5. All restarts will be **SINGLE FILE** restarts. All cars must be nose to tail and no one can pass another car until you pass the restart cone in turn four. A penalty of two spots will be assessed for every car that is passed before the restart cone.
6. Any car **THAT STOPS ONCE AND BRINGS OUT THE YELLOW FLAG** in a **Heat race** will not be restarted.
7. Any car **STOPPING TWICE** in any **Main event** will not be restarted.
8. Any car that stops on the race track to avoid an accident may be given their running spot back at the discretion of the Race Director.
9. If three or more cars are involved in an accident on the first lap in turns 1 & 2 after the original green flag has been thrown to start the race, all cars will restart in their original positions. If two (2) or less cars are involved, those cars will restart at the rear.
10. Entering the work area for repairs is not considered as a **STOP** on the racetrack. Any car may enter the work area unlimited times and return to the race. **The speed limit in the work area and pit area is 5 MPH.** Any car that exceeds the speed limit will not be allowed to re-enter the race. The designated work area is inside turns 3 and 4.
11. There will be no grace laps for the cars involved in the yellow. When the track is clear and the remaining cars have been placed in their position the race will resume.

Red and Yellow Diagonal Flag:

Definition: Such flag shall be thrown in case of a restart to direct cars to line-up for another restart without bringing them to a stop.

1. Such a flag may be thrown to indicate a false start or to indicate that a car has dropped out of the line-up before the green flag has been thrown. In the latter case cars will move up single file to fill the gap and will not cross over.

Blue Flag with Diagonal Yellow Strip:

Definition: Faster car(s) attempting to pass you.

1. The intent of this flag is for a car not competitive with the field to extend courtesy while being lapped.

Red Flag:

Definition: DANGER. Stop as soon as safely possible.

1. Any driver who completes a full lap and passes the starting line after the red flag has been thrown will be fined \$100.00 per lap.

2. Repairs can be made during the red flag. If you work on your race car on the track you will be disqualified. Any work must be done in the work area in.
3. When a red flag is thrown the line-up for the restart will be the same as it was at the finish of the last green flag lap excluding cars which were stopped on the track prior to the red flag being thrown.
4. When the race is stopped by a red flag and not restarted for any reason, the official finish will be the order of cars on the last green flag lap, except for the cars involved in the incident.

Black Flag:

Definition: Come into the pit area your car has been disqualified from the race.

You will be given 3 laps to acknowledge the black flag. After the third lap, you will be assessed \$100 per lap as a fine. If you are black-flagged for unsportsmanlike conduct Rule No. 4 under General Behavior will apply.

1. Complete failure to come into the pit area in response to a black flag is cause for being suspended for up to **ONE CALENDAR YEAR**.
2. If an official determines that a car has stopped on the track for purposes of improving their position, that car will be black-flagged.
3. The Starter may show you a rolled up black flag. This is only a warning.

Crossed Flags:

Definition: Halfway point in the race.

1. The Starter may use any flags with cloth held tightly to the handles, displayed to drivers in a crossed manner.

White Flag:

Definition: One lap to go before black and white checkered flag.

Checkered Flag:

Definition: Race is finished.

1. Race has officially ended as the cars cross the finish line after the lead car gets the checkered flag. If the yellow is thrown on the white flag lap, resumption of the race shall be indicated by waving of the white and green flags simultaneously, indicating one more lap before the checkered flag.

ACCIDENTS

1. An official yellow or red flag will be thrown at the discretion of the Starter depending on the severity of the accident, and the extent to which the track is blocked.
2. Cars damaged in an accident may be ruled out of competition by the Race Director or Tech Official.

RACE FORMAT

All cars in attendance will draw a number/pill. **There is a \$40 entry/pill pick fee for every car in each event. The number of Heat races is determined by the Race Director.**

PASSCAR A MAIN EVENTS – 20 Laps

All Heat Races will be 6 laps. The lineups will be based on pill pick.

With a total car count of 15 or less, the top three from each Heat Race make up the top six transfers to the A Main and are inverted based on season points. The high point Driver will start in the sixth position. **For the first Main Event of the season the previous year's points will be used.**

The fourth place car of the first Heat Race will be in row four of the Main and the rest of the non transfer cars will make up the inside row of the Main based on their finishing order. The fourth place car of the second Heat Race will be in row four of the Main and the rest of the non transfer cars will make up the outside row of the Main based on their finishing order.

With a total car count of 16 and up to 20 cars, the top four from each Heat Race make up the top eight transfers to the A Main and are inverted based on season points. The high point Driver will start in the eighth position.

The fifth place car of the first Heat Race will be in the inside row five of the Main and the rest of the non transfer cars will make up the inside row of the Main based on their finishing order. The fifth place car of the second Heat Race will be in the outside row five of the Main and the rest of the non transfer cars will make up the outside row of the Main based on their finishing order.

With a field of 21 or more car, all cars that do not transfer (5th on back) from their Heat Race will run a B Main (10 laps). The lineup for the B Main will be based on the finishing order of the Heat Races. The inside row will be the finishing order of the non transferring cars from the first Heat and the outside row will be the non transferring cars from the finishing order of the second heat race. The top twelve in the B Main will transfer to the A Main and lineup starting in row five based on the finishing order of the B Main. **The Officials may increase the field to a maximum of 24 cars and scratch the B Main.**

ALL PAYOUTS AND POINTS WILL ONLY BE AWARDED TO THE TOP 20 PLACES IN THE A MAIN EVENT.

After the official line-up for the Main Event is posted, if a car scratches, alternate starter(s) may be used, on their finishing order in the Semi-Main Event. The alternate starters shall start at the rear of the field.

RADIOS:

- 1. In an effort to minimize yellow flag laps and thus speed the show up for the participants and more importantly the race fans, all PASSCAR Drivers must have a one-way radio receiver or radio set to the race/scoring frequency (464.5500).**
- 2. The radios will be used strictly for line-ups and general information from the Scorer's and Race Director only.**
- 3. Radios are to be provided by the Driver.**
- 4. Drivers will not be permitted on the track without a radio and it must be on.**
- 5. If a radio is found to have 2 way communications, the car and Driver will suspended for two races and the Driver will be fined \$250.00. The fine must be paid in full prior to participating in their next event.**
- 6. Radios along with ear buds can be purchased from Shelly Wooldridge from PRE 2.0 (951) 295-2997.**

Purses:

The purses for the Super Stocks, Street Stocks and Factory Stocks are posted on our website. **Any division that does not have a minimum of 10 cars will be running for Trophies only.** All payouts will be mailed the week after the event. In order to receive your payout you must fill out a current 1099 form and have on file with the Speedway.

2020 PASSCAR CHAMPIONSHIP POINT SCHEDULE

All Championship Points follow the Driver only.

<u>FINISHING ORDER</u>	<u>POINTS</u>
1	20
2	19
3	18
4	17
5	16
6	15
7	14
8	13
9	12
10	11
11	10
12	9
13	8
14	7
15	6
16	5
17	4
18	3
19	2
20	1

The Heat Race winner will receive 3 bonus points, second place will receive 2 points and third place will receive 1 point.

TIE-BREAKER: Should two or more drivers have the same point totals at season end, the tie will be broken by the number of 20-point feature wins will decide tie-breaker, then 19-point finishes, then 18-point finishes, etc.

PROTESTS

Any protest must be filed in writing with the Race Director or Pit Steward accompanied by a \$100.00 cash deposit **for each contested rule infraction** within (30) minutes of the posting of the program results. Protests will be settled at the earliest convenience of PASSCAR. Payoffs will not be made until all protests are settled. The \$100.00 per infraction will be refunded only if PASSCAR upholds the protest for each rule infraction. **Any protest that is lost will not be refunded.**

ENGINE PROTEST PROCEDURES:

ONLY A DRIVER THAT IS A MEMBER OF PASSCAR CAN PROTEST AND REQUEST TO HAVE A MOTOR TORE DOWN TO THE CRANKSHAFT FOR INSPECTION OF ILLEGAL PARTS FOR A FEE OF \$2,500.00 (\$500) TO PERRIS AUTO SPEEDWAY, \$2,000 TO CAR OWNER. THE DRIVER MUST HAVE FINISHED IN THE TOP FIVE IN THE EVENT AND MUST HAVE RACED IN THE PREVIOUS TWO A MAINS IN A ROW. PROMOTER OR RACE DIRECTOR MAY ALSO PROTEST ANY ENGINE. THE PROTEST MUST BE REQUESTED AND CASH MUST BE PRESENTED TO THE TECH DIRECTOR OR RACE DIRECTOR WITHIN 5 MINUTES AFTER CHECKERED FLAG AT THE TECH PAD AREA. IF ILLEGAL, \$2,000 WILL BE RETURNED TO THE DRIVER CONTESTING THE CAR AND \$500.00 TO THE TRACK. REFUSAL OF TEAR DOWN PENALTY WILL RESULT IN DISQUALIFICATION, LOSS OF POINTS AND PAYOUT FOR THAT EVENT. THIS RULE ONLY APPLIES TO SUPER STOCKS AND STREET STOCKS.

DISCLAIMER

The rules and/or regulations set forth herein are designed for the orderly conduct of racing events and to establish minimum acceptable requirements for such events. The rules shall govern all entrants. NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATION OF OR COMPLIANCE WITH THESE RULES AND/OR REGULATIONS. 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 deviations from any of the specifications, herein, or impose any further restriction, 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 deviations of these rules is left to the discretion of the officials. Their discretion is final. **If you have any questions please call the office at (951) 940-0134. For specific Tech questions please call the office.**

All Participants must be a member of the Perris Auto Speedway PASSCAR Association to receive Championship points. After two events you must join PASSCAR to participate. There will be a \$40.00 entry fee per car per race. Money will be collected at pill pick at the Pit Gate.

NOTICE

Situations may arise that are not precisely covered in this rulebook. All rulings and interpretations of the rules included herein will be made by PASSCAR Officials and their judgment will be final. Failure to understand these rules will not be accepted as an excuse.