**House rules**

**2019**

1. The sportsman of the Year award will be given annually in honor of Don Wilhite
2. The Rookie of the Year award will be given annually in honor of Doug Matheny
3. Car #1 is reserved for the previous year’s champion. The champion’s old car number will be reserved for that year.
4. A two year limit will be placed on all retired car numbers.

# MEETINGS AND RULE CHANGES:

1. General meeting will be held the third Tuesday of each month.
2. Board Meeting will be held the first Monday of each month.
3. An annual meeting will be held in November of each year. The year’s motions will be voted on to become rules or deleted
4. Construction rules: Changes will be restricted to September, October and November of every third year in order to freeze the rules during car building and racing season for the following years.
5. House rules: Will be revised during the November meeting and voted on.
6. All members will have a vote on general business. A one vote per car by vested member will apply to all construction and competition motions. Vested member definition: A member must have competed in a minimum of three (3) VMRA races in the previous or current season or have been voted a lifetime member by club majority vote to be considered a vested member and be eligible to vote on construction or competition rules.

**MONEYS:**

1. All cars are to be paid equal tow money. If extra money (purse) is available it will be broken down by event. Additional purses are to be paid as dictated by the purse provider.
Yearly membership fees are $40.00 for all members. $12.50 of each membership sold will go toward the awards banquet cost.
2. A $50.00 new car registration fee will be assessed to all club members at the time the car number is registered.
3. Board members are not allowed to spend more than $200.00 at a time without the vote of the rest of the club members.
4. All unclaimed moneys will go into the banquet fund after November of each year.
5. After December 31st of the current year, any leftover money above a $2500.00 operating cost will be put into the banquet account for the following year.

**POINTS:**

1. All scheduled races will be point’s races.
2. Points go with the car number. Once a car has qualified, the number stays with the car. If a driver change occurs, the car must start in the back of its previously assigned races for that evening.
3. Rookie drivers must announce before their first race that they will be racing as a Rookie. Rookies will receive the same points as the car number that he/she drives, minus the show-up points. Rookie definition: A driver that has competed in less than three (3) races with VMRA.
4. In the event of a rain out, points will be awarded for all completed events up to the time of the rain out. (Time-ins, heat races, and main events).
5. Points shall be awarded to Car Number only if either the car or the driver is present at the event when substitution is requested. Substitutions may only happen twice per season and they may not be consecutive.
6. In case of no time-ins (due to rain or other circumstances) we will use the season points and invert them for line up. In the event of no time-ins for the first (1st) race of the season we will do a random drawing.

**POINTS BREAKDOWN:**

1. Points given for time-ins will start at 20 and decrease by 1 (20, 19, 18, 17, etc)
2. A-Heat race points will start at 15 decreasing by 1 (15, 14, 13, 12, etc)
3. B-Heat race will start at 13 decreasing by 1 (13, 12, 11, 10, etc).
4. Main event points start at 25 drop by 3 points for 2nd place, 2 points for 3rd place and one point for each place after that (25, 22, 20, 19, 18, 17, 16, etc)

**TRACK PROCEDURES:**

1. Observe all track pit rules and speed limits.
2. Fire retardant driver’s suits must be worn by all drivers. Nomex underwear, gloves and hoods are recommended.
3. A helmet with eye protection is required.
4. An “A-B-C” rated fire extinguisher is mandatory in the driver’s compartment of the racecar.
5. This rule will invert the line up with the fastest cars to the rear. The one-second rule will be implemented in the Main Event. Any car slower than one second from the fastest car will start behind the fast cars. The top two previous main event cars will start in the rear of the next main event, behind any one-second-rule cars.
6. All race results will come from the tower unless a written challenge of the results is presented to the point’s officials or at least 2 board members within 20 minutes of the end of the race. Once a challenge has been presented, the person writing the challenge and the points committee or board members will go over the lap sheets, which are presented, from the tower. Points will be awarded from these results.
7. After time-in announcements, all cars must time-in together unless they notify a club pit official of mechanical problems.
8. No controversial decisions will be made at the track.
9. Rookies with flags will line up according to time-ins unless they elect to go to the back.
10. Engines may be teched at any time by the Tech Committee. The Tech Committee is authorized to pull intake and exhaust and no further unless inspection raises suspicion. Doing so may not hinder a car from making its next scheduled event on that race day.
11. Two-way communication devices are allowed for safety.
12. Tires will be 10 inch wide Hoosier “take-offs” as procured and provided by VMRA. Left side tires on left side of car - 3025 or 3035 on the left, right side tires on right - 3045 on the right. No siping, cutting or grooving will be allowed.

**COMMITTEES:**

1. Rules and Policies: To review all rules and make suggestions to the club members at a designated general meeting.
2. Nomination: To take nominations for the VMRA Officers and present them to the Club Members.
3. Social and Awards: To plan and organize banquets, picnics, parties, etc.
4. Fund Raising: To make and take suggestions on fundraising ideas put said ideas into action and follow through.
5. Scheduling and promotions: To attend promotional meetings and to work with tracks to put together a race schedule for VMRA. Also to be responsible for setting up tow fee payments and any other aspects concerning VMRA racing at given track.
6. Points: To keep track of time-ins and too line-up cars at each race accordingly. To keep track of all finishes and keep the current points. To help resolve any finish challenges by reviewing lap sheets. Will also sit in with the Rules Committee when it comes to revising the points system.
7. Technical: To check each car competing in a VMRA event to make sure all meet and follow rules.
8. In the absence of any appointed committee, board members may assume the duties of that committee.

**PROTESTS AND PENALTIES:**

1. Protests may be may be made by any VMRA club member if all of the following are met:
2. Protest MUST be made no later than 15 minutes after VMRA’s last race of the event being protested.
3. Protests MUST be made to the Club President, or in his/her absence, to another board member.
4. Protests MUST be in writing and be accompanied by $100.00 cash.
5. Protest must be specific (Engine, Top end, bottom end, clutch assemblies, flywheel, etc).
6. Penalties if a protest is upheld, (car found illegal)

**FIRST TIME:**

1. The $100.00 is returned to the protester. (The $100.00 is given to the protested if found legal)
2. If a car refuses the protest, it will be considered to be illegal.
3. If found to be illegal, that car number will lose all points earned for that race date.
4. A $25.00 fine MUST be paid to VMRA before the car can return to the track.

**SECOND TIME:**

1. The car number will lose all race points earned for that race date.
2. The car number will lose all money for that race date.
3. A $50.00 fine MUST be paid to VMRA before that car can return to the track.
4. The car and number will be suspended for the next two(2) racing dates, (even if it goes into the next racing season)

**THIRD TIME:**

1. The car will lose all points for the season
2. The car will lose all money for that race.
3. $75.00 fine MUST be paid to VMRA before that car can return to the track.
4. The car and number will be suspended for the next eight (8) racing dates, (even if it goes into the next season).

**SHOCK CLAIMS**

Procedures for Construction Rule 2017-2018-2019:
 C. Frames and Suspensions
 7. (Last sentence of this rule)
 $85.00 claimer on shock only after the main event.

Driver must be a current paid member of VMRA, and in good standing to claim shocks. Shocks must be claimed, within fifteen minutes, after the end of the Main Event. Claimed shocks must be removed within fifteen minutes of the claim.

Eight five dollars ($85.00) per claimed shock, money must be presented to the boards Sgt. of Arms; however, should the Sgt. of Arms be absent a board member may hold the money.

A shock claimed may be made by any driver/car number that started said Main Event.

There will be no restrictions, on the number of claims that can be made to any car by any car team, during the season. Claims will be in-forced for all Main Events.

If a claim is refused, the car# in question will lose points for that Main Event race with a Fifty dollar ($50.00) penalty.

If a claim is refused a second time, by the same car# in question, they will lose points for that Main Event race with a One Hundred dollar ($100.00) penalty. In addition, that car # will be on suspension for the next following race.

**RULE VIOLATIONS AND PENALTIES:**

1. Minor violation (Not a formal protest):

Left side weight, total weight, etc.

## PENALTIES

**FIRST TIME:**

1. 10 point loss after main event
2. 5 point loss after heat race
3. time in points loss after timing in

**SECOND TIME:**

1. Penalties will be same as above
2. Loss of all money for that race date

**THIRD TIME:**

1. Penalty will be determined by the board members. Possible to lose all points for the season and face a fine.
2. Major rule violations (Not a formal protest)

Illegal engines, clutch assemblies, flywheels, etc.

## PENALTIES

**FIRST TIME:**

1. Car number will lose all points for that race

 **SECOND TIME:**

1. Car number will lose all points for that race.

**THIRD TIME:**

1. Car number will lose all points for the season and may be suspended
2. Prior to a car returning to the track after being found illegal, it must pass tech before racing in the next event.
3. The tech committee and/or two or more board members present at the race can choose to put an illegal car on the trailer, not allowing it to race at that event.

**UNSPORTSMAN LIKE CONDUCT:**

1. Any club member may be subject to disciplinary action by the board and its members if a VMRA member behaves in an un-sportsman like manner that reflects negatively on the integrity of the VMRA and its members. A $25.00 fine will be imposed on any member found to be acting un-sportsman like. A member may be suspended temporarily or permanently depending on the offense.
2. Car owners/drivers are responsible for their pit crew’s actions. If pit crew members are found to be acting in an un-sportsman like manner, the car number they crew for may be subject to discipline.
3. Any un-sportsman-like track incidents will be handled by the board on a case by case basis.

Updates to these rules were voted in October 2019.