

HOUSE RULES

2011

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 champions 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 Meetings will be the second Tuesday of each month.
2. Board Meetings will be the last 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 of 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) races or attended six (6) meeting in the previous racing season to be considered a Vested Member and be eligible to vote on construction and 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.
2. Yearly membership fees are \$35.00 for all members. \$12.50 of each membership sold will go toward the awards banquet cost.
3. A \$50.00 new car registration fee will be assessed to all club members at the time the car number is registered.
4. Board members are not allowed to spend more than \$200.00 at a time without the vote of the rest of the club members.
5. All unclaimed moneys will go into the banquet fund after November of each year.
6. After December 31st of the current year, any left over 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 points 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).

POINTS BREAKDOWN:

1. Time in points: 25 points will be awarded to the fastest time, 20 points to 2nd fastest and progressing downward by one point. If more than 21 cars time in, each car below #21 will receive 1 point.
2. Heat race points, (A, B, C): 15 points will be awarded to the winning car and progressing downward by one point.
3. Main event points: 35 points will be awarded to the winning car, 30 points to the second place car, 25 points to the third place car and progressing downward by one point.

TRACK PROCEDURES:

1. Observe all track pit rules and speed limits.
2. Fire retardant drivers 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 race car.
5. This rule will invert the line up with the fastest cars to the rear. The one second rule will be implemented in all events. Any car slower than one second from the fastest car will start behind the fast cars.
- 5A. The top 2 previous main event cars will start in the rear of the next main event, but ahead of any 1 second rule cars.
6. All race results will come from the tower unless a written challenge of the results is presented to the points 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 present 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 decision 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. Nu-Tread recapped 10" slicks are the only allowed tire..

COMMITTEES:

1. Rules and Policies: To review all rules and make suggestions to the club members at a designated general meeting.
2. Nominating: To take nominations for VMRA Officers and present them to 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 thru.
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 any given track.
6. Points: To keep track of time-ins and to 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 made by any VMRA club member if all of the following are met:
 - A. Protest **MUST** be made no later than 15 minutes after VMRA's last race of the event being protested.
 - B. Protests **MUST** be made to the Club President, or in his/her absence, to another board member.
 - C. Protests **MUST** be in writing and be accompanied by \$100.00 cash.
 - D. Protests must be specific, (Engine, top end, bottom end, clutch assemblies, flywheel, etc.).
2. Penalties if a protest is upheld, (car is found illegal).

First Time:

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

Second Time:

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

Third Time:

 - A. The car will lose all points for the season.
 - B. The car will lose all money for that race.
 - C. \$75.00 fine **MUST** be paid to VMRA before that car can return to the track.
 - D. The car and number will be suspended for the next 8 racing dates, (even if it goes into the next racing season).

RULE VIOLATIONS and PENALTIES:

1. Minor Violations (Not a formal Protest):
 - A. Left side weight, total weight, etc.).
Penalties:
First Time:
 - A. 10 point loss after main event.
 - B. 5 point loss after heat race.
 - C. Time in points loss after timing in.**Second Time:**
 - A. Penalties will be the same as above.
 - B. Loss of all money for that race date.**Third Time:**
 - A. Penalty will be determined by the board members.
 - a. Possible to lose all points for the season and face a fine.
2. Major rule violations (Not a formal protest)
 - A. Illegal engines, clutch assemblies, flywheels, etc.
Penalties:
First Time:
 - A. Car number will lose all points for that race.**Second Time:**
 - A. Car number will lose all points for that race.**Third Time:**
 - A. Car number will lose all points for the season and may be suspended.
3. Prior to a car returning to the track after being found illegal, it must pass tech before racing in the next event.
4. The Tech committee and/or two or more board members present at a 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 unsportsman like manner that reflects negatively on the integrity of the VMRA and it's members. A \$25.00 fine will be imposed on any member found to be acting unsportsman 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 unsportsman like manner, the car number they crew for may be subject to discipline.
3. Any unsportsman-like track incidents will be handled by the Board on a case by case basis.