

Diamond Mountain Speedway Dwarf Car Rules

2019 GENERAL RULEBOOK
REVISED Jan.1,2019

Refer to Western States Dwarf Car Association At www.dwarfworld.com

LINE-UP PROCEDURES

1. First night, all drivers draw for heats. Qualifiers redraw for starting positions. One heat - 5 redraw; two or five heats - 10 redraw; three, four or six heats - 12 redraw.
2. From second night on, heats are lined up by season DMS point average, stagger inverted, lowest point average to front, highest point average to rear. New drivers carrying no point average start at the rear. Two or more drivers having no average or same point average will be lined up at discretion of officials. Point averages are figured from DMS point system. Average is figured by driver's track DMS point total divided by the total number of times he/she has competed at track.
3. "B" mains are lined up straight up from heats with highest finishers to front.
4. When one heat is run, top five qualifiers will be inverted for feature lineup according to season DMS point average. When two or five heats are run, the top 10 qualifiers will be inverted for feature lineup according to season DMS point average. When three, four or six heats are run, top 12 qualifiers will be inverted for feature according to season DMS point average. DMS and promoter reserve the right to relocate a driver from an invert position to the rear of the field if deemed necessary for the safety and well-being of all involved. Remainder of "A" feature is lined up straight up from heats and/or "B" features. NOTE: 18 or more cars will require at least three heats. (Half-mile tracks have the option of not using three heats until there are 22 or more cars.)
5. A driver that qualifies but has no point average shall be lined up in last invert position. Should there be more than one driver with no point average, positions will be lined up at discretion of officials.
6. If a driver is absent for two consecutive events (excluding rain-outs), upon his/her return shall be treated as a new car (rule #5) for the first week he/she returns.
7. There are no double feature nights allowed, excluding rainout make-up features. A program is not considered a rainout unless qualifying races have been completed. If feature is rained out and will not be run at later date, all drivers are to be awarded last place points.
8. Track option to line up season championships straight up by total points.
9. Track may have two programs, other than opening night, where a draw-redraw system may be used for line up. .

RACE PROCEDURES

1. The number of cars starting a race is determined by the track officials and depends on the type of event, width, length and condition of track
2. Promoter and DMS officials will not be responsible for allowing a late entry to compete. Rejection of entrants at any given time is allowed but pit gate closing time should be known to all competitors.
3. Any driver not ready to compete when called may be sent to rear of starting line-up, or left out of balance of program at discretion of official in charge.
4. Once a race is started on a preliminary line-up lap, disposition of cars not in position shall be at discretion of officials.
5. A race may be stopped at discretion of officials at any time, if considered dangerous to continue, but only officials have the right to stop a race. No driver, car owner, pit man or mechanic may use any signaling device for purpose of signaling competitors.
6. If track has pre- or post-race inspection, those drivers not reporting to the inspection area may be disqualified and given last place points.
7. No race is official until officials make declaration of final scoring of positions.
8. No race car is to receive assistance after white flag is displayed and all finishes must be made under car's own power or momentum.
9. A dead heat may or may not be re-run at discretion of officials. If dead heat is not re-run, prize money and points for both positions under contention shall be divided equally.
10. No person shall be allowed on track during a race except officials.

POINT STRUCTURE

1. Weekly 'A' Feature win is 40 points, with each subsequent position worth one point less, with 24th position in feature worth 17 points. If more than 24 cars start feature, all positions from 24th back receive 17 points. If track runs a 'B' feature(s), first non-transferring driver receives 16 points and

each subsequent position, back to sixth position, receives one less point per position. Sixth position and back in 'B' feature(s) receive 11 points. This

applies to all 'B's, even if more than one is run. Drivers must compete in heat race or feature to receive any points (minimum 11 points) – NO SHOWUP

POINTS. If no points are awarded, the event will not be figured into driver's point average.

2. Should a driver qualify for 'B' feature or 'A' feature, and is unable to compete, they will be scored in last position and receive points accordingly.

(Promoter's discretion whether vacated position is filled in feature by next qualified driver.) In the event of a track running make-up features, if

driver competes in first feature, but is unable to compete in second feature (crash, blown engine, etc.), driver will receive last position points in 'A' or

'B' feature, accordingly.

3. If less than ten entries for any given night, for each car less than ten, one point fewer than normal is awarded for feature finish.

For example, if nine

cars entered, feature win would then be worth 39 points; for eight entries, win would be worth 38 points, etc.

5. TRACK standings are based on driver's total cumulative points at that track.