

Coos Bay Speedway

Mini Outlaws

The rules and/or regulations set forth herein are designed to provide for the orderly conduct for the racing venue at coos bay speedway. No expressed or implied warranty of safety shall result from publications 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 participants, spectators, or others.

DECISION ON INTERPRETATION OF RULES BY TECH INSPECTORS
SHALL BE FINAL.

1800lb minimum weight with driver. No exceptions. Drivers seat must remain within the frame rails and roll cage area. Roll cage tubing is 1/3" .095 minimum three side bars on drivers side not including the frame rails. At least two vertical bars on drivers side attached to the frame at the bottom. Right side of car needs at least two horizontal bars and the roll cage must be fabricated to effectively protect the driver. Wing window bars made from roll bar material. Outer door bars permitted 1" from body and bumper ends inset 2" from outside edge of tire.

BODIES:

Must be steel body. Any American, foreign or after market car or truck body with a roof allowed. **MUST BE STOCK APPEARING.** 90" minimum wheel base. 102" maximum wheel base. 78" maximum width measured from outside tires edge to outside tires edge. No wings allowed of any kind mounted anywhere on the car. No side boards allowed. Rear spoiler ok but not to exceed truck or deck width and not to be over 8" in height.

Chassis:

OEM only no fabricated chassis allowed. Front wheel drive will be allowed. No all wheel or 4 wheel drives.

Engines: Any 4 cylinder engine is allowed. Any carburetors or fuel injectors. No nitrous, nitro, or fuel additives of any kind. Naturally aspirated only no forced induction of any kind (turbo's blowers ect.) Any fuel pump allowed. Electric fuel pump will be allowed only when using an oil pressure switch for the shut off of the pump as well as kill switch.

Fuel cells are mandatory and must be separated from the driver.

Pump or race gas only. Radiator over flow catch bottle or tank. No antigreeze/coolant.

All car numbers must stand out. These numbers must be at least 18" high and 3" wide on both doors and roof. Number must be in a color contrasting with the body color. If the number is not legible from the scoring tower the car/truck will not be scored. NO CHROME

Bumper ends should be plated or strapped to prevent hooking. Doors to be welded shut, all bracing to be track approved. All glass, trim, mirrors and all flammable material to be removed from car. No radios Windshields must be removed and replaced with heavy wire mesh rock guard. No open fire walls, holes to be plugged. Motors to have solid mounts or be chained down. Cars must be self starting with battery enclosed in a nonconductive box securely fastened. All cars require master disconnect switch brightly marked in open view. Stock balancers to have plate on 3/16" steel larger than outer ring or pulley bolted to balancer. Front loop required on open drive lines. Drive lines and weight to be painted white or bright color. No lose body parts/sheet metal. Hook area to be made of chain or tow hook and must be visible to wrecker. A minimum 2 3/4lb charged fire extinguisher on board with quick release bracket recommended. All cars must have muffling device 95D B.A at 100 feet.

Tire Rule:

Any DOT Tire. No mud and snow or studded tires allowed.

SAFETY RULES:

All cars require a 5 point racing harness attached to the roll cage. Fire suits, racing gloves, racing shoes, full face shield helmet and window net with top release welded to the cage at the bottom required. Head cover, neck brace and nomex underwear recommended. All helmets need to be SA2005 or newer snell approved or equivalent.

IF YOU FAIL TO MEET THE SAFETY REQUIREMENTS YOU WILL NOT RACE!

OFFICIAL'S DECISION WILL BE FINAL AT ALL TIMES.

THESE RULES SUBJECT TO CHANGE WHEN DEEMED NECESSARY IN ORDER TO RESTORE EQUAL RACING AT ALL TIMES.

Competition Rules

1. Cars shall line up in the proper order in the staging area when called. It will be the responsibility of the driver to know their proper line up position. Any car not ready and properly lined up will be placed at the back of the pack.
2. Green flag start: Once the flag man has given the signal that there is one lap to go (one finger), to the green flag, the green flag will be given on the next lap, barring an accident or other situation that would make giving the green flag unsafe.
3. The car on the pole will determine the pace of the start of the race, there will be no passing before crossing the start.
4. On a restart, green flag racing may resume at the cone in turn 4.
5. There will be NO racing to the yellow flag.
6. Rulings from the flag stand cannot be protested.
7. It is the driver's responsibility to drive appropriately for both track and car conditions.
8. No driving under the berm, unless to avoid an accident. No position is to be gained while under the white line.
9. No bumping allowed. Bumping is defined as any contact that appears to be intentional or that disturbs the driving pattern of the car bumped.
10. Drivers are expected to maintain a reasonable racing line/groove. No mirror driving. Blocking another car is not allowed.
11. Drivers attempting to gain position must yield, unless their front wheel is even with the driver of the car they are passing.
12. Unsportsman like conduct will not be tolerated. The actions of our members reflect on the association.

13. Drivers being lapped shall hold their groove. This would also apply to non-competitive cars (for example, a car with handling problems).

14. Two (2) unassisted spins during a race will result in disqualification.

One (1) unassisted spin during a race will result in starting at the back of the pack.

15. After a yellow or red flag restart, all cars will restart in the order they were running on last completed green flag lap. Car causing an accident and dead cars will be placed at the back of the pack.

16. Restart Line Up 1 lap to green.

17. All cars must have Raceceiver (one way radio)