



# **2026 PETALUMA SPEEDWAY** **GENERAL RULES**

Current as of November 13. 2025

## **1. MEMBERSHIP:**

- 1.1. Each car and driver entered into competition must be a member of Petaluma Speedway.
- 1.2. Because of new insurance regulation this now includes Special Events.
- 1.3. MEMBERSHIP FEES:
  - 1.3.1. Driver & Car – Wingless Sprints, Supper Stocks, 600's Hobby Stocks, and Dwarf Cars - \$100.  
Mini Stock, and Pit Crew – all divisions \$50.  
IMCA Modified competitors must possess an annual IMCA Membership.  
IMCA Membership Link: <https://form.jotform.com/212766613152049>
- 1.4. MEMBERSHIP AGE:
  - 1.4.1. It is the intent of Petaluma Speedway that persons under the age of 16 will not be allowed to compete. Unless reviewed and authorized for competition by Petaluma Speedway Management on a case-by-case basis. All drivers under the age of 18 must have a notarized parent's consent form on file with Petaluma Speedway.
- 1.5. Admission to the pit area will be at the sole discretion of Petaluma Speedway Management.

## **2. PROTESTS:**

- 2.1. A written protest may be filed by a driver or owner whose race car is participating in the event.
- 2.2. The protest must be filed within 10 minutes after the event ends.
- 2.3. A protest deposit fee of \$500.00 cash must accompany the protest. (\$350 protest; \$150 tech fee)
- 2.4. If a car is found non-compliant, money will be refunded. Driver will be fined up to \$500.00 and will receive up to two weeks suspension at the discretion of the Chief Technical Official.
- 2.5. If a car is found legal, \$150.00 will be retained by Petaluma Speedway, and the balance of the money will be given to the car owner of the protested car.
- 2.6. Any part found to be non-compliant will be confiscated by Petaluma Speedway held or destroyed.
- 2.7. Teardown location will be agreed upon before leaving the Speedway. Driver/Owner of the car being protested has the first choice of the teardown location. The location must be a local area and shop that is properly equipped. Officials will make the final decision to proceed with the teardown location.
- 2.8. Teardown can be performed by the driver/owner and associated crew members. Tech officials will observe the teardown and inspect any area of interest at their discretion.
- 2.9. No alcoholic beverages or other substances will be consumed during the inspection process.
- 2.10. A protesting team's car may be subject to the same teardown inspection. Up to tech official's discretion.
- 2.11. No abusing or weaponizing the protest rule. Up to tech official if protest is reasonable and actionable.

## **3. INJURIES:**

- 3.1. All race incurred injuries to any driver, owner, mechanic, or official must be reported (with pit pass) to the scorer, pit board, or track manager.

- 3.2. All accidents must be reported, no matter how minor they may seem.
- 3.3. If you are transported to a hospital, you must have a doctor's release to return to driving or to pit area.
- 3.4. INJURIES DUE TO FIGHTING ARE NOT CONSIDERED REAVE INCURRED.

#### **4. REPAIRS:**

- 4.1. Repairs are never to be made on the racetrack or infield at any time.
- 4.2. You may make repairs in the pits at any time during events, but do not enter the racing surface without express authorization.
- 4.3. An official will authorize your entry at the trace entrance and signal for you to proceed.
- 4.4. If you fail to stop at the track entrance or enter before being directed to re-enter, you will be black flagged, with an opportunity to re-enter correctly. This rule excludes non-self-starting cars. (Example: Sprint cars.)
- 4.5. No courtesy laps during preliminary events, or after 9:30 pm.

#### **5. RESTRICTED AREAS:**

- 5.1. The only people allowed past the scales, exit ramp, or on the racetrack, infield, are Racing Officials.
- 5.2. Everyone must stay out of the restricted areas at all times unless requested to assist for some special reason.
- 5.3. Drivers may seek a place of safety in the infield following disablement.
- 5.4. When your car is disabled, stay in your car.  
Remember this: Do not examine your car while the cars are racing on the track.
- 5.5. Pit Crews, owners, and personnel related to any car ARE NOT allowed on the track following an accident or injury.

#### **6. PITS:**

- 6.1. Pit stalls are on a first come basis. There will be no saving pit spots for cars not yet at the Speedway.
- 6.2. The management requires you to keep your pit area clean during and after the races. Use the trash cans or you may get a "clean up" fine. Take a look around before you leave the track.
- 6.3. NO TIRES, anti-freeze, or other fluids (motor oil, brake fluid, gear oil, etc.) can be dumped at the speedway. Bring your own containers for collecting and disposing of used motor fluids. Anyone caught dumping anything on the ground will be suspended for 12 months. A \$100 fine for each tire left at the track will be deducted from that division's point fund. No oil is to be sprayed on the car without a drop cloth to protect the ground.
- 6.4. No cars or pickups allowed in the pit area without trailers. No one is allowed to ride in the back of a truck, trailer, or ATV.
- 6.5. Each pit area must be equipped with a serviceable A-B-C type (dry powder) fire extinguisher. Minimum 5-pound capacity. This is in addition to any extinguisher in the race car. The extinguisher must be visible from pit road.
- 6.6. Petaluma Speedway is under a 10:00 pm curfew. We must be quite after 10:00 pm. This means engines, horns, and any other loud noises. Please load your car up immediately after your last event. All persons and vehicles in the pit area must be out by 12 midnight. Violators are subject to fine and/or suspension for noncompliance.

- 6.7. Tarps must be placed under each race car in the pit area to collect fluids. Tarps must stick out at least one foot on each side.
- 6.8. Maximum speed in the pits is 15 MPH.

## 7. PAINT:

- 7.1. All cars must be neatly and brightly painted.

## 8. NUMBERS:

- 8.1. Car numbers must be on both sides and as large as possible.
- 8.2. Numbers on the roof must be as large as possible.
- 8.3. Wingless Sprints must have number on tail tank and on nose of hood, as large as possible.
- 8.4. All lettering on cars shall be neatly done and readable.
- 8.5. Cars damaged in competition will be expected to meet appearance standards the following week.
- 8.6. Numbers must be visible from scoring tower.
- 8.7. Numbers must be contrasting with body color.

## 9. CAR SAFETY:

- 9.1. All cars are subject to inspection at any time before taking part in an event. It is the responsibility of a driver, car owner, and mechanic to have their car free from mechanical defects and in a safe racing condition. Any car regraded by the officials to not meet safety standards in any aspect will be refused entry into racing events until brought up to these specifications.
- 9.2. Car cannot be started without a person seated in the car with full safety gear on, at the controls in the event the car jumps into gear or catches on fire.
- 9.3. Drivers caught on the track without all safety equipment on will be black flagged from the racetrack. Once cleared by Race Officials with all safety equipment properly on, driver may return to trace at the rear of the field.
- 9.4. Toe straps on throttle are required.
- 9.5. Double springs required on throttle linkage and must be able to close the butterflies.

## 10. DRIVER SAFETY:

- 10.1. Fire resistant driver's uniforms are mandatory. Minimum of Nomex single layer with Nomex underwear must be worn at all time on the racetrack.
- 10.2. All drivers on the racetrack warming up or racing must wear a Snell SA2020 rated approved helmet, buckled, and securely fastened safety belts.
- 10.3. See your divisions' rules for minimum required safety equipment.
- 10.4. Helmet. Must use a Snell SA2020 or newer helmet. No "S" or "M" helmets allowed. All helmets must have a "SA" sticker with the date and serial number. Helmets with an altered, missing, or unreadable "SA" sticker will not be allowed.



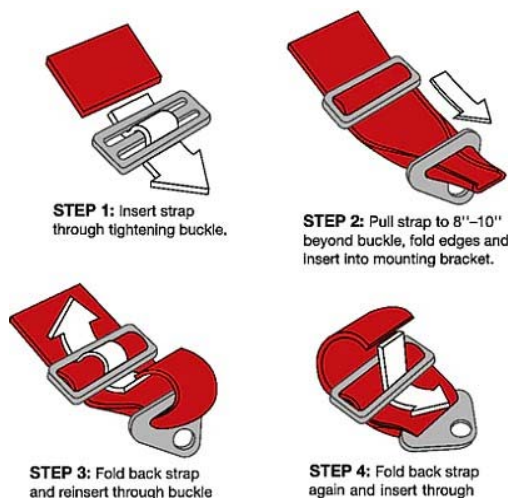
- 10.5. Neck Brace. Must be a SFI 3/3/1 minimum. It is highly recommended that you utilize a head and neck restraint system.

<https://youtu.be/SDuRVC1HJfs?si=2fAKdzl9sRVZiVK>

- 10.6. Drivers Suit. Must be free of defects, rips, tears, and flammable fluids to include fuel and oil. Must be SFI approved, 3.2/1 or higher. The highest rating is highly recommended. 3-layer suits highly recommended. If you choose to use the SFI 3.2/1 single layer suit, you must wear Nomex underwear. Suits may be one or two piece.

SFI Rating	TPP Value	Time to 2nd Degree Burn
3.2A/1	6	3 Seconds
3.2A/3	14	7 Seconds
3.2A/5	19	10 Seconds
3.2A/10	38	19 Seconds
3.2A/15	60	30 Seconds
3.2A/20	80	40 Seconds

- 10.7. Safety Belts. Must be SFI 16/1. Belts must not be older than two years old. Belts with missing tags, date not punched out, or unreadable tag will not be allowed. Must be installed correctly per belt manufacturer's recommendations. Straps must be installed in a way that the locking buckle prevents the belt from slipping. See STEP 4 of the diagram



- 10.8. Window Net. Must use a SFI 27.1. **Nets must not be older than two years old.** Nets missing tags, date not punched out, or unreadable tags will not be allowed.
- 10.9. Gloves. Must be SFI 3.3/1. Must be free of defects and cover the complete hand.
- 10.10. Shoes. Must be SFI 3.3/5. Must be free of defects.
- 10.11. Arm Restraints. Highly recommended for competitors without containment seats.
- 10.12. Seats. Must be properly sized. Full containment seats highly recommended.

## 11. FIRE SYSTEMS:

- 11.1. Onboard fire system recommended. Control mechanisms must be within the driver's reach. Follow manufacturer's compliance and maintenance suggestions.
- 11.2. If a fire system is used, it will be a minimum of a 2-1/2 pound A-B-C fire extinguisher, and must be securely fastened within driver's reach.

## **12. EXHAUST AND MUFFLERS:**

- 12.1. Any car losing its muffler, making excessive noises, popping, or smoking will be black flagged. This is an automatic black flag and you must pull off on your own accord or if the black flag has to be displayed, you will be disqualified and lose points and money for the night.
- 12.2. Noise must measure 95db or less when tested at 100 feet. No exceptions.
- 12.3. Racing series that specify a specific muffler by part number will be notified if their mufflers do not meet Petaluma Speedway's noise limits.

## **13. FLAGS:**

- 13.1. All drivers must obey flags. Failure to do so will result in being set back one position for each offense.
- 13.2. GREEN: Start of event. Any car taking the initial green flag will be considered officially started and will be scored accordingly. All cars in an event must take the initial green flag in order to be scored for that event.
- 13.3. YELLOW AND RED: Restart. No start, line up again. All cars that stop will be put to the rear of the lineup. There will be only one restart per race.
- 13.4. YELLOW: Caution. Cars will not race to the yellow. Positions shall be determined as scored on the lap preceding the caution. Slow down and maintain position. Do not pass the car in front of you. The leader will come to an idling pace. Laps under yellow do not count in races with 50 laps or less. In races where yellow flag laps do not count, the car causing the yellow may restart at the rear of the field without losing any laps, provided the car takes the next green flag when it comes out. All work done under yellow flags must be done in a designated work area only.
- 13.5. SPLIT YELLOW: When using a split yellow flag, and it is displayed in mid-field, the cars scored in front of the first car the receives the yellow remain as scored. The first car in mid-pack that had received the yellow, and all cars behind it, will not be scored and their restart position will revert to the previous scored lap.
- 13.6. RED: Stop immediately with due caution. Do not drive past the scene of the accident. Any car passing the scene of an accident, is subject to a \$100 fine and/or suspension. After one lap has been completed, cars are scored and restarted according to the lap prior, with the cars involved in the red starting at the rear of the field. All red flag work is to be done in the designated red flag work areas only.
- 13.7. WHITE: Start of the last lap. Once the leader takes the white flag, if a yellow or red flag is displayed, the event is immediately complete and final positions revert to the previous completed lap, with the cars involved in the accident sent to the back of their respective lap completed.
- 13.8. CHECKERED: End of event. You must finish under your own power. The end of any race is not determined by the number of laps, but when the checkered flag comes out.
- 13.9. BLACK: Pull off the racetrack with caution. Any car not maintaining a competitive speed, driving irregularly, or suspected of being unsafe may be black-flagged from the track. Failure to obey this flag may cause you to be suspended, fined, and/or loss of points and money.
- 13.10. BLACK WITH ORANGE BALL: Mechanical failure, or suspected of leaking fluids, or defect that needs to be addressed for the safety of other vehicles and/or personal on the track. Driver must bring the car to the pits on the next lap for repairs. The vehicle may return when repairs are made.

- 13.11. BLUE/YELLOW STRIPE: When displayed, this flag indicates that the driver receiving the flag is about to be overtaken and shall hold his/her line to let faster cars pass.

#### **14. QUALIFYING:**

- 14.1. Qualifying positions will be determined by drawing a number.
- 14.2. Any car more than three cars out of position for qualifying will automatically lose one lap.
- 14.3. Qualifying will consist of two consecutive laps, or "Euro-Style" qualifying at the discretion of the Director of Competition.
- 14.4. Qualifying may not be extended to permit qualifying care in violation of muffler regulations, or cars out of position.
- 14.5. A competitor may switch to another qualified car but will have to start from the rear of the next scheduled event.
- 14.6. Once a competitor takes the green flag in any race, they cannot change cars.

#### **15. START OF RACE:**

- 15.1. Car must report immediately to the staging area for any race in which they are scheduled.
- 15.2. You are responsible for getting your car up for your event. Do not rely on the pit board to call you for your race.
- 15.3. In any race, if you are not in position when cars touch the track, you will start at the rear.
- 15.4. In main events, alternate car should pull to the rear of the field. Alternate car will be waived off before the start and must leave immediately, if not needed. After alternate car has started an event, the disabled car is out of the race.

#### **16. FLAG AND SCORING RULES:**

- 16.1. Cars must not pull out of position or pass the car ahead until after the green flag is waved on the initial start of the race.
- 16.2. All divisions: On double file restarts, racing resumes when the green flag waves. Any car pulling out of position and passing any car ahead will be set back two positions or sent to the rear of the field, at the Director of Competition's discretion. The penalty can be assessed immediately, assessed during the next caution, or assessed at the end of the event.
- 16.3. All divisions: On single file restarts, there is no passing before the start/finish line.
- 16.4. All races will be started at the turn four line.
- 16.5. Any front row driver who deliberately stalls for a slow start or jumps the start can be set back one row, sent to the rear of the field, or set back at the end of the event.
- 16.6. The pole car sets the pace for the starts of all racing events and should lead the field down the back straightaway and through turn three in a smooth fluid manner, picking up the throttle upon exiting turn four.
- 16.7. Any car not taking the initial green flag in any event will not be eligible to race in that event.
- 16.8. If a car is missing from the line up, cars in their row will move up. Do not cross over from another row.
- 16.9. Any car pulling out of the lineup before any green flag and stopping, on or off the track, shall be sent to the rear of the field. This is to eliminate stall on starts. The exception being a car ordered to stop by an official or for safety reasons.

- 16.10. Once the green flag is dropped on a race, cars may not add water, oil, or fuel. Cars must pull into pits to change tires or make any repairs. No work is to be done on the track.
- 16.11. Cars that have gone to the pits must start in the rear of the lineup. Driver not obeying this rule can be penalized.
- 16.12. Special events where fuel stops are necessary are the exception. Referee will order the race restarted when the track is cleared.
- 16.13. Any race on which the green flag has dropped is officially started even if there is a restart.
- 16.14. Any car damaged early in the race may re-enter at a later time but must start in the rear and be down the amount of racing laps completed by the leader.
- 16.15. Cars that are towed off the track must be inspected by officials prior to re-entry to any race.
- 16.16. Cars that do not complete a lap will be scored off the starting lineup.
- 16.17. The yellow flag will be dropped at the starter's discretion.
- 16.18. Stalling or spinning will not necessarily cause a yellow to fall.
- 16.19. The yellow light and flagman are official; it is to alert the drivers that there is something on the track. Watch the lights and flagman.
- 16.20. Cars involved in an accident causing the yellow flag to drop may not lose a lap, provided they start in the rear of the field and take the following green flag. This does not apply to longer races where yellow flag laps are counted and scored.
- 16.21. All restarts will be double file (except Sprint Cars) with the leader having the choice inside or outside. The lead car still sets the pace.
- 16.22. The Director of Competition may at any time use the single file restart.
- 16.23. Cars must line up single file while under yellow flag. Any car that does not get in line may be put to the rear of the field. Starter will give the double up sign before the start of the race.
- 16.24. In the event a red flag is used after more than one lap has been completed and a restart is in order, cars are scored and restarted as they crossed the starting line the lap previous to the red flag.
- 16.25. Cars involved in the accident will be placed to the rear.
- 16.26. When a red flag is used, and the race cannot be restarted because of the 10:00 pm curfew the race will be considered to be completed by going back to the previous lap and with the car causing the accident going to the rear of the field. This applies also to any conditions in which the race cannot continue.
- 16.27. Intentional spinning, flipping or ramming of another car, or waiting a lap to ram a car will not be permitted. These are cause for a black flag, a fine, and/or suspension.
- 16.28. A flat tire on the left front (left rear on front drive cars) will not cause a mechanical black flag providing the driver is handling the car properly.
- 16.29. A hood that has come loose and is blocking the driver's vision or a car that loses a muffler or is noisy is an automatic mechanical black flag and you must pull off on your own. If the black flag has to be displayed you will be disqualified and lose points and money for the night.
- 16.30. A driver not obeying the mechanical black flag and causing the race to be halted will not be entitled to re-enter that event after repairs are completed.
- 16.31. Officials will not make any alterations to any vehicle at any time.
- 16.32. Cars continuously spinning out of control will be black flagged.
- 16.33. Cars causing two yellow flags will be black flagged for that event.
- 16.34. Cars not maintaining racing speed can be flagged off the track.



- 16.35. Cars must re-enter the race track on the straightaway only. Must stay outside of safety tires. Cars must use front (turn one) exit at all time to leave the track.
- 16.36. All reds are closed on the track unless notified otherwise by officials.
- 16.37. On red, cars opting to go to the pits may do so only by NOT passing the incident on the track. NO EXCEPTIONS! Reds will be considered open in the pit to let work be done on cars.

#### **17. CONDUCT:**

- 17.1. Any fighting on the premises will subject all parties involved to fine and/or suspension, depending upon the seriousness of the incident and decision of Petaluma Speedway Management. Any continuing problems from the same individual will result in permanent suspension. Any driver, car owner, or pit person who at any time shoves, jostles, shakes, strikes, or attempts to strike any official may be fined up to \$500 and/or suspended for one year.
- 17.2. Any driver, car owner, or pit crew that goes to anyone's pit and in a confrontational, angry, or arguing manner can be suspended and/or fined, plus loss of all points and money for the night.
- 17.3. We expect courteous conduct from all participants at all times. We do not tolerate profanity directed towards any other person, including Officials. We expect you to act like ladies and gentlemen and act accordingly. An infraction of this rule will incur a fine and/or up to a 12-month suspension.
- 17.4. Driver of car will be responsible for the conduct of anyone associated with their car, whether in pits, grandstands, or parking lots. Driver will be penalized because of actions of said people.
- 17.5. Cars not in the main event must be loaded immediately after the last event in which they ran. No motors are to be started after 10:00 pm. No other excessive noise.
- 17.6. Tampering with another driver's car is grounds for suspension.
- 17.7. Starter's stand is for the Official's use only. You can be disqualified for using it.

#### **18. RACE FORMAT:**

- 18.1. Our racing program is based on the availability of enough cars qualified. If this number is not available, alternate scheduling or programming will be used. Racing events will be "lined up" in various ways to accomplish that best racing program.

#### **19. TIME LIMITS/RACE LENGTH:**

- 19.1. All races can have a time limit as follows: one minute per lap for all races.
- 19.2. The clock starts when the green flag falls.
- 19.3. ALL RACING WILL STOP AT CURFEW, 10:00 pm.
- 19.4. Cars should be loaded within one hour of last race.
- 19.5. Fines for not abiding the curfew can be imposed.

#### **20. POINTS:**

- 20.1. You must be a member of Petaluma Speedway to collect points.
- 20.2. Main: See chart 20.6
- 20.3. Semi Main: See chart 20.6
- 20.4. Heat Races: See chart 20.6

20.5. If a car runs both the semi-main and main events, the car can only receive main event points.

20.6. Points Chart

Position	Heat	Semi	Main		Position	Semi	Main
1	3	20	50		11	10	30
2	2	19	48		12	9	28
3	1	18	46		13	8	26
4		17	44		14	7	24
5		16	42		15	6	22
6		15	40		16	5	20
7		14	38		17	4	18
8		13	36		18	3	16
9		12	34		19	2	14
10		11	32		20	1	12

## 21. GENERAL INFORMATION:

- 21.1. Radio communication between the driver and the crew is not permitted.
- 21.2. No radio equipment or communication device except the mandatory "RACEceivers" are allowed.
- 21.3. No mirrors of any kind are allowed.
- 21.4. No data collection devices are allowed.
- 21.5. All quads, ATVs, or similar motorized vehicles used in the pits must have proof of insurance and must provide at any time proof of insurance is requested by Petaluma Speedway personnel.
- 21.6. No antifreeze allowed at any time.
- 21.7. All drivers must check in by 5:00 pm. by submitting a complete, legible Driver's Information Form to the payoff booth in the pits. A Driver's Information Form must be obtained when checking in at the pit entrance. Any incomplete or illegible form will significantly delay assignment of finishing position(s), points, and/or winnings. Any form received after the 5:00 pm check-in time will be assigned to the last starting position of the heat race in which that driver is assigned. If the heat race has been completed, the driver will then be assigned to the last starting position of the main event. If the Driver's Information Form is submitted within 15 minutes of the last heat race for that class, the driver will not be assigned a starting position and will start at the last starting position of the main event.
- 21.8. A rookie driver is one who has no prior division experience with any organization. A driver interested in running for Rookie of the Year must declare it at the first race entered. Any driver who has competed in three (3) or fewer division races with Petaluma Speedway may be considered for Rookie of the Year. He/she must declare their intent to run for Rookie of the Year at the first division race entered that year. All rookies will run with a bright ribbon ("Rookie Flag") attached to the left rear "C" pillar or upper roll cage and will start at the rear of all events until the Director of Competition determines they are ready for competition. Cars driven by rookie drivers will have a bright yellow painted or taped rear bump/nerf bar for the duration of their rookie season.

## 22. REQUIREMENTS:

- 22.1. All participants acknowledge and accept full responsibility for injuries, damages, or other losses that may occur to themselves and their property as a result of participation in this event. They further acknowledge that they have read the general release contained in the application form and understand its meaning.
- 22.2. All drivers must attend the driver's meeting at the assigned time.

- 22.3. All drivers are responsible for their crew before, during, and after the event. Actions of said crew members which are detrimental to the sport will result in possible fines, or other disciplinary action directed at the entrant.
- 22.4. All participants agree to appear for tech inspection at the prescribed time. Failure to do so may result in a loss of positions, fine, or disqualification. The decision of Chief Technical Official is final.
- 22.5. All participants agree to abide by the rules and decisions of officials governing participation in this event.

### **23. OFFICIAL POLICY STATEMENTS:**

- 23.1. And modifications not covered in these rules will not be allowed unless approved by Chief Technical Official or Director of Competition.
- 23.2. Equipment will not be considered "legal" simply because it went through inspection unobserved or because a rule has not been written against it.
- 23.3. Cars are subject inspection at any time.
- 23.4. Officials reserve the right to confiscate and hold or destroy any part(s) and/or equipment not conforming to the rules.
- 23.5. Officials reserve the right to judge, decide, and establish what constitutes a legal part or car.
- 23.6. Official's decisions are final.
- 23.7. Any person who defies or violates the intent or spirit of the Petaluma Speedway rules shall be considered to have engaged in unsportsmanlike conduct and shall be dealt with appropriately by Petaluma Speedway Management.

### **24. IMPORTANT NOTICE:**

It is ultimately the obligation of each participant to ensure that his/her conduct and equipment comply with all applicable Petaluma Speedway rules and regulations as they may be amended from time to time. No expressed or implied warranty of safety shall result from publication of or compliance with these rules. They are intended as a guide for conduct of the sport and are in no way a guarantee against injury or death to participants, spectators or others.

### **25. RULE BOOK DISCLAIMER:**

#### **FROM: THE MANAGEMENT OF PETALUMA SPEEDWAY.**

The rules and/or regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events. These rules shall govern the condition of all events, and by participating in these events, all participants are deemed to have complied with these rules. **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 Director of Competition shall be empowered to permit minor deviations from any of the specifications herein or impose any further restrictions 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 deviation of these rules is left to the discretion of the officials. Their decision is final. **REFEREE'S DECISION IS FINAL.**

**STATE RULES ALLOW NO LIQUID DUMPING FACILITIES AT THE FAIRGROUNDS.**

Each race car that enters the Fairgrounds Pit Area **MUST** have an empty container(s) approved by the MANAGEMENT OF PETALUMA SPEEDWAY that will hold at least 2 gallons of used oil (fluids) for collecting anything that may be drained out of the race car or tow vehicle at each event. These container(s) must be removed with the race car after every race and be disposed of at an approved facility at the owner's expense.