



COMPETITION RULES FOR ALL DEMOLITION DERBY'S

- 1. Hit clock: 60 seconds that starts from the time that we notice that you are having an issue or our stuck. We will also start the clock on you if we notice sandbagging or hit avoidance.***
- 2. A legal hit is defined as aggressive contact from at least 8 feet away.***
- 3. No All-Black Cars! (Very Dark Gray is still Black)***
- 4. Intentional driver's door hits will be grounds for immediate disqualification. (Must be confirmed by 2 officials)***
- 5. Ignoring a Red Flag is grounds for immediate disqualification. (Must be confirmed by 2 officials)***
- 6. Un-sportsman like behavior will result in removal from event and more severe penalties.***
- 7. Drivers are responsible for their pit crews behavior also, Any aggression or un-sportsman like behavior can result in the driver being removed from competition.***

8. No drinking alcohol or drugs allowed in the pits. Breathalyzers may be used at the fairs discretion and may result in a DUI charge.

9. Leaving prematurely to start the derby can result in immediate disqualification and more severe penalties.

10. Show up money may be denied if your car does not enter the arena for competition.

11. Hot rodding, speeding or aggressive driving in the pits is grounds for removal from event.

12. Pin to win will result in both first and second place money being combined and split evenly. (2 officials must confirm it was a pin) Coin will be flipped for trophies.

13. Cars can be re-teched at any time during show. If cheating is found any placing, prize money and/or trophies will be forfeited.

14. If you want to protest the finishing order it must be done within 30 minutes after the last heat. You must have clear evidence to present at the time.

15. All cars must have a roof sign with clearly visible and readable numbers on both side.