

Rule Book Disclaimer - 2009 Running of the Derby

The rules and/or regulations set forth herein are designed to provide for the orderly conduct of demolition derby 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 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 a participant, spectator, or official.

The race director shall be empowered to permit reasonable and appropriate deviation from any of the specifications herein or impose any further restrictions that in his opinion do not alter the minimum acceptable requirements. **NO SUCH EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATION OR SPECIFICATIONS.** Any interpretation or deviation of these rules is left to the discretion of the officials. Their decision is final.

The Management of Derby Madness

1. When an official blows horn and/or waves flag, all cars must stop immediately.
2. No intentional driver door hits allows. If official thinks it was an intentional hit, you will be disqualified immediately. If accidental you will be warned one time, the next time you will be disqualified, you can also lose points and be disqualified from the Napa Derby. Do not use your driver door as a shield.
3. No teaming during heats or feature race. The cars teaming up will be warned one time, second time all cars teaming will be disqualified. You can also lose points and be disqualified from the Napa Derby.
4. You have one minute from last hit to make another aggressive hit. This means no sandbagging. First time you will be warned, second you will be disqualified. You can also lose points and be disqualified from the Napa Derby.
5. If your car dies, gets stuck or has any problems you have two minutes to get your car running and make an aggressive hit. If your car gets pushed over bank or logs, you have two minutes to re-enter and make an aggressive hit.
6. If your car catches fire, firemen will put the fire out. When officials restart derby, if firemen and officials believe your car is safe to derby, you have two minutes to start car and make an aggressive hit. You cannot start car until derby resumes. If car catches first a second time, you will be disqualified.
7. If your car turns over, officials will stop derby and try to turn your car back on its wheels. If car will start and run, you may continue derbying. You have two minutes to start car and make an aggressive hit. You cannot try and start car until derby resumes.
8. Rules 1 thru 6 of Running of the Derby Rules will be for officials to decide. Drivers, crew members, family, or friends cannot confront officials. Every driver is responsible for his crew, family, and friends. Confronting an official can result in disqualification of your car. You can also lose points and your qualification in the Napa Derby

9. All cars will have numbers on both front doors. Duplicate numbers will be decided by first car through tech with that number.
10. NO ALCOHOL IS ALLOWED IN PITS. Any driver thought to be under the influence of alcohol or drugs will not be allowed to participate.
11. No fighting allowed. No profanity allowed.
12. No children allowed in pit area unless accompanied by an adult. Your children are your responsibility, so for their safety keep up with them. All minors between the age of 14 and 17 must have a parental consent form signed prior to entering the pit area. No minors under the age of 14 are allowed in the pit area.
13. There will be a protest fee for derby cars. Protest fee is \$200.00. If protested car passed protested inspection, car keeps first place winnings. If car fails inspection, then the driver loses their first place winnings and second place car takes first place money. If car passes protest, protester will lost \$200.00 fee. If protested car fails, protestor will receive \$125.00 of protested fee back. Driver in heat or feature can protect car in same heat or feature only. The protestor must announce which part or which item of the car they are protesting, not just the car in general.
14. All drivers must attend the drivers meeting. Drivers not attending will not be allowed to participate.
15. At the officials discretion, a driver can have points and/or Napa Derby qualification taken away and/or be banned from future derbies if a rules violation deems such action.
16. If you cannot run due to an illegally prepared or loaded car, your entry fee will not be refunded and you will lose your qualification, if you already have one, for the Napa Crash for Cash Derby and will have to re-qualify to make the Napa Derby.
17. Entry fee includes one car and one driver.
18. All drivers must wear a helmet, safety glasses, and seat belt while in their car.

Tech Information

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