

## Section 19 ~ BOAT RACE RULES

A novelty race in which race cars of any type, or other properly prepared cars/trucks drag boats around the water soaked track while trying to dislodge the boats of other competitors.

### 19.0 GENERAL

19.1 All rules are subject to Technical Discretion.

### 19.2 RACECARS

19.2.1 Race cars from any division are approved. Other vehicles entered must meet tech safety requirements. No RV vehicles or oversize vehicles without approval.

19.2.2 Roll Cages are not required, but are HIGHLY RECOMMENDED

19.2.3 A car without a roll cage must have the doors chained securely shut (tech approval) or have the door seams plated and welded shut. A minimum of four (4) plates 2" wide by 4" long must be welded on each door vertical (2 in front and 2 in back).

19.2.4 A vehicle without a roll cage shall have a driver door protection. Subject to tech approval (ie grader blade bolted welded the length of door past the seams, or other additional means of protection from accidental impact)

19.2.5 Seat belts are required, 4 point Seat belts and shoulder straps are **Highly Recommended** for all drivers.

19.2.6 Window nets that operate easily and pass tech are highly recommended and may be required on all entries

19.2.7 A front windshield or mesh screen with bracing is required. Must pass tech.

### 19.3 BOAT Hook-up

19.3.1 The vehicle and boat must be equipped with a chain or cable and clevis (a U-bolt with a cotter pin) to connect the boat to the vehicle with no more than a two foot (2') separation. (TWO feet MAXIMUM Separation)

19.3.2 A quick disconnect is required.

19.3.3 Vehicles must be removed from Speedway no later than the following Monday after the event to avoid a \$100 fine.

### 19.4 BOATS

19.4.1 Boat must be fiberglass. NO ALUMINUM.

19.4.2 All brackets trim windows and gear that could be considered harmful, (including out-drives, out-boards, engine and drive-train, etc.) must be removed.

19.4.3 Boat must be cleaned out and free of trash. Props (such as life preservers, soft toys, balloons, seat cushions, etc.) are allowed, but must pass safety tech inspection.

19.4.4 The fuel tank must be removed.

19.4.5 The rear transom may be cut out.

19.4.6 Boats may be cut to weaken them so they can break apart in a predicted manner.

19.4.7 Boat trailers are not allowed. All boat must be dragged.

19.4.8 Tow cables may be attached to any existing parts of the boat with no added devices. No wheels, metal bars, or wood beams are allowed to stiffen the connection or for any other reason. A tire without wheel may be used to spread the connection point inside the boat.

19.4.9 Minor repairs to boat are allowed with up to 2x4 wood boards.

19.4.10 Fuel tanks must be removed or punctured in bottom to drain completely. Must be rinsed with water.

19.4.11 Boats that will be reclaimed for future use must be removed from speedway no later than the Monday after the event. Otherwise it becomes the property of the promoter.

## **19.5 Safety**

19.5.1 Fire suits are highly recommended for the driver. passengers are not allowed. The fire suits must be in good condition, with no rips or tears, and must be complete, with both top and bottom.

19.5.2 TECH APPROVED racing helmets are required for the driver.

## **19.6 RACE PROCEDURES**

19.6.1 Do not speed. Stay with the pack. This is a competition, not a race. Competitors are judged by how well they take out other boats and preserve their own. Out-distancing the pack to preserve your own boat may be judged poorly. We don't want you to get hurt so please be smart about where you hit the other boats. Keep the big hits limited to the back stretch to protect the fans.

19.6.2 Vehicles may tow more than one boat at a time, but they must not be carried on or in a tow vehicle.

19.6.3 A vehicle may only ram a boat. Vehicles MAY NOT ram other cars. Competitors who intentionally hit another tow vehicle will be disqualified.

19.6.4 A car that has lost a boat may push a dislodged boat picked up from the track. If you lose your boat, you will be black flagged within 2 laps but you may continue if you pick up a stray boat within a lap.

19.6.5 Cars may continue to ram boats as long as they are towing or pushing any part of boat.

19.6.6 Cars that have lost their boats may continue to circle the track looking to push a dislodged boat, but must exit the track if directed by track officials.

19.6.7 Drivers may not get out and re-connect their tow cable to another boat on the racing surface after the race has started.

19.6.8 Drivers are not to get out of their cars under green conditions for any reason (this includes working on the car), unless the car is in the pits or the track is red and the driver is directed to do so by track staff.

19.6.9 Flat tires are not allowed on the track, any flat or low tire will be cause for black flag. Head the black flag at all times, if you fail to head the black flag, the race may be stopped and you may be disqualified.

19.6.10 Driving in the infield is grounds for disqualification. DO NOT ENTER FOR ANY REASON< IF A BOAT IS IN THERE< LEAVE IT THERE

## **19.7 FLAGS AND WINNERS**

19.7.1 Yellow Flag; A yellow flag means come to a safe and controlled stop immediately, please remember, there is a lot of flying debris out there, and the safest place for you is in your vehicle. Other drivers may not see the flag or lights and may still be at speed. Once the field is stopped and the incident at hand is dealt with, the race will resume. Track officials may ask all competitors to come to a specified spot on the track before green flag.

19.7.2 Blue/Yellow stripe Flag; this flag will be used to tell you that you are going too fast and need to slow down.

19.7.3 Event Winner \$ 300; the winner is the car or driver with at least 6ft of boat still left in tow when everyone else has lost theirs. The winner, if the results are unclear, may be chosen from a panel of fans as directed by the promoter and at discretion on the promoter. The last three remaining boats racers with more than 6' of their boats will be eligible to win, should a clear winner not be evident and the race is halted due to non contact.

19.7.4 Master of Disaster \$ 100; awarded to the competitor who inflicts the most damage to the other competitors boats, connected or not.

19.7.5 Best Design \$ 100; awarded to the competitor who comes up with the most creative paint scheme. Award will be determined by race officials and the crowd.

