

**KITSAP  
DESTRUCTION  
DERBY  
ASSOCIATION**

**2024 Race Day Information**

# **Car Numbers & Team Cars**

## **Article I**

### **Section 1.01 Car Numbers**

- (a) Car numbers will be held for drivers until the adjournment March Meeting. At that time, any remaining numbers will be released and available to new and renewing members. Numbers may be frozen with a club vote.

### **Section 1.02 Team Cars**

- (a) KDDA members may only race under one number per night/per class. There will be one captain who will be the only one to receive pay. All team drivers will pay full memberships. All Team cars are not eligible for points.

## **Article II**

### **Section 2.01 Race Day Fees**

- (a) Driver
  - a. Member \$30
  - b. \$50 to sign up and become a member after the first race of the season.
- (b) Pitman
  - a. \$30
  - b. Maximum of 5 Pitman per registered Number per Night
- (c) Friends & Family
  - a. 5 years and under free
  - b. 6 years and above \$10
  - c. Maximum of 5 per night per registered number
- (d) Special Event
  - a. There may be a fee for some Special Events

## **Article III Pay, Points & Cash Awards**

### **Section 3.01 Driver's Pay**

- (a) To qualify for Driver's Pay
  - I. You must be a KDDA member
  - II. You must be ready to race by the start of time trials (4:30 pm on a regular race day) by having:
    - 1. A valid pit pass
    - 2. Car(s) "teched" in
    - 3. Earn a minimum of 2 points for the night (5 points if rollover is your only event of the night)
    - 4. You must make one event by

- a. Taking a green flag and continue to complete 2 laps in a regular race
- b. Your car must be running when you make at least one hit during the first 90 seconds of a finale
- 5. You must attend mandatory meetings and clean up detail for the Track and Pit areas.
- 6. After race clean-up will occur at the conclusion of the evening.

### **Section 3.02                      Points**

- (a) Points are to be distributed consistently in both classes (Mini & Big car)
  - I. 1 point will be awarded for the fastest time of the night
  - II. Heat, Figure 8 & Dash races
    - 1. 2 points for completing 2 laps
    - 2. 2 points for winning
  - III. Finale
    - 1. 2 points for qualified entrants
    - 2. 3 points for 1<sup>st</sup> place
    - 3. 2 points for 2<sup>nd</sup> place
    - 4. 1 point for 3<sup>rd</sup> place
    - 5. In the case of a tie the points will not be split. Both drivers will receive the points designated for their placing. (a tie for first would result in each of the drivers who places would receive 3 points)
  - IV. Special Events
    - 1. 2 points for entering
    - 2. 2 points for winning
  - V. Pitman/Powder Puff/Team Cars
    - 1. No Points for entering or winning either event

### **Section 3.03                      Nightly Cash & Awards**

**All cars that enter a race and meet the requirement of section 3.01 will receive \$25 for participation (may exclude rollover, special event)**

- (a) Award will be the same for both classes (Mini & Big car)
  - I. Dashes
    - 1. (1) Winning the A Dash = \$175
    - 2. Winning the B Dash = \$125 (minimum of 24 cars in 1 class time in, excluding “finale only “cars in order to allow a “B dash”)
  - II. Heat/Figure 8
    - 1. Winning Heat, Figure 8 or Powder Puff/Pitman = \$75

III. Finale

1. 1<sup>st</sup> Place - \$2000
2. 2<sup>nd</sup> Place - \$1200
3. 3<sup>rd</sup> Place - \$750
4. There will be a 6-car minimum for each class to hold a finale. If there are not enough cars to hold a finale, then tow money will be given to the drivers that come but unable to run due to lack of car count.
5. If there are more than 6 cars for a finale, then \$200 additional per additional car will be added to the prize money placements.
6. In the event of a tie for 1<sup>st</sup> Place the money for 1<sup>st</sup> and 2<sup>nd</sup> will be combined and split equally. A tie for 2<sup>nd</sup> would result in the prize money for 2<sup>nd</sup> and 3<sup>rd</sup> be combined and split equally.
7. Mad Dog award will be allotted if there are 10 or more cars. There will be a \$200 award, this will be judged by 3-4 members of the crowd.
8. Finales will be paid in the form of a check and after re-tech of cars at a General Meeting or by mail and completed membership form and membership fee has been confirmed.

IV. Rollover

1. 1<sup>st</sup> Place = \$100
2. 2<sup>nd</sup> Place = \$75
3. 3<sup>rd</sup> Place = \$50
4. If 15 points in 2 attempts are made, there will be double any prize money

V. Special Events

1. Special Events shall payout to the winner \$25 per the number of cars entered unless otherwise voted before the start of the event.
2. Payouts above the \$25 per car shall be voted on by the membership. This event is not eligible for new car pay
3. No special event payout is to exceed \$1500 unless voted on by the club at a general meeting beforehand

VI. New Car Bonus

1. Finale bonuses shall pay 1<sup>st</sup> Place =\$200, 2<sup>nd</sup> Place =\$125, 3<sup>rd</sup> Place=\$75
2. Dash A = \$50, Dash B = \$40 (paid only for winning)
3. Heat, Figure 8. Powder Puff/ Pitman = \$30 (only for winning)
4. **Cars may never have been used in ANY OTHER competition**

- (b) Results found on the official lap sheets will be considered the official result of each race and or finale, after all protests have been reviewed and judgement

reached. Points and pay will be based upon the results on the official lap sheets, unless determined differently by the board.

### **Section 3.04 Nightly Awards**

- (a) Trophies will not be award by the club, any member who wishes to order one may do so at their own expense (\$25)
- (b) Pretty car contest is to include new cars (unraced/new paint) There will be one winner (mini & big car classes combined) who wins \$100
- (c) Drivers who rollover another car will be awarded \$25, Drivers who are rolled over may choose to get a Trophy or be awarded \$25. Drivers who roll themselves over will be awarded \$25. New Cars rolled over will be awarded \$50. This is a once a night award.

### **Section 3.05 Year-End Pay & Awards**

- (a) Winnings are subject to change by club approval
- (b) Year-End awards will be equal for both classes
- (c) Year-End points, pay and trophies:
  - (i) Top 3 points leaders in each class shall receive:
    - (1) 1<sup>st</sup> Place = \$300
    - (2) 2<sup>nd</sup> Place = \$200
    - (3) 3<sup>rd</sup> Place = \$100
  - (ii) Each driver shall earn a minimum of 10 points during the race season to qualify for end of year points and pay
  - (iii) To “find” year end points pay, all eligible points will be totaled, end of year prize money will be totaled, and the total money will be divided by total points, that amount is paid for per point to eligible drivers
- (d) Year-End Rollover Pay and Trophies:
  - (i) Points pay will be as follows:
    - (1) 1<sup>st</sup> Place = \$100
    - (2) 2<sup>nd</sup> Place = \$50
    - (3) 3<sup>rd</sup> Place = \$25
  - (iv) Trophies will be award for 1<sup>st</sup> through 3<sup>rd</sup> places
- (e) Rookie of the Year: The rookie who has earned the most points in their class will receive a Trophy and \$100 added to their end of year pay when there is a minimum of two qualifying driver for that class

(f) Sportsman of the year: The club will vote at the last race of the season to determine the most sportsmanlike member of the season. That driver will be presented with a trophy and their name will be inscribed on the KDDA plaque

(g) In the event of a tie for 1<sup>st</sup>, the money for 1<sup>st</sup> & 2<sup>nd</sup> place will be combined and split equally between the two drivers and so on with other ties

(h) Unless the club votes beforehand, the championship races will pay double

## **Article IV                      Pits**

### **Section 4.01                      Pit Passes**

(a) Pit passes must be purchased before the gate closes (at 4:00 pm) or at the start of the time trials (after 4:00 pm it is at the event staff's discretion)

(b) Pit pass fees shall be

(i) Drivers

1. KDDA Members \$30

(ii) Pitman

1. Membership not required- \$30

(iii) **All members must present their membership cards (if cards are made)**

(c) Pit area occupants must have Pit pass after the closing of the gate

### **Section 4.02                      Pit Gates**

(a) The Pit Gates shall open a minimum of 1.5 hours prior to the start of time trials and will close promptly 30 minutes before the start time of the event.

(b) No vehicles will be permitted to enter after the pit gates are closed, except with board approval

(d) The pit gate will be opened for parts runs, and to let cars out to load. Emergency vehicles will be allowed to enter through the event.

### **Section 4.03                      Pit Rules**

**Violating any of these rules will result in disciplinary actions ranging from a \$50 fine, loss of pay and/or points for the nights event. Could result in suspension of one race up to, but not limited to a 1-year suspension. If this does happen, you will also be suspended from the pits/track for the duration of your suspension.**

(a) All persons in the pits MUST have a VALID pit pass. If under 18 yrs. old, a waiver must be signed by parent or guardian and the minor at the time and a pit pass is purchased.

- (b) No loading of vehicles in the pit area until after the final event of the evening has ended, unless directed to do so by a (one/any) current board member.
- (c) All vehicles must be removed from the arena by 10:00 pm on the night of the race and from the fairground property no later than 24 hrs. after the end of the event. Any car(s) left after that time will be towed at the owner's expense. This will be enforced, and drivers pay will be forfeited for that night.
- (d) THERE SHALL BE ABSOLUTELY NO ALCOHOL OR DRUGS OF ANY KIND ON TRACK OR FAIRGROUNDS PROPERTY. There shall be no consumption of alcohol on race night. Intoxication is grounds for disqualification and/or expulsion from the pit area. Offenders WILL be disqualified from the night's events. All decisions made by judges/officials are final. The KDDA board reserves the right to suspend anyone who violates this rule for a period of one night up to 1-year, during this time said person will not be allowed on the premises/property.**
- (e) Firearms of any kind are never permitted anywhere on Kitsap County Fairgrounds property, this includes the track/pits as well (Could result in Criminal Charges)
- (f) Dangerous activities in the pits, i.e., smoking in a derby vehicle, speeding (anything faster than a walking pace), people on a vehicle while it is in motion, vehicle left unattended while idling (a responsible person must be in the driver seat if vehicle is running) or any similar activities could result in disciplinary action by track officials/board members
- (g) No starting fluid or any other flammable liquids are permitted in the vehicles, with the exception of fuel in an approved tank.
- (h) Repair or payment for repairs of all damaged walls, fences, gates or any other properties belonging to Kitsap County will be the responsibility of the person(s) who caused the damage. The club will fine each party involved in causing the damage \$50, which will have to be paid in full before they can participate in any other events of the season. Failure to assume responsibility for causing damage will result in a suspension until the repairs have been made and inspected by both Kitsap County and KDDA officials. The KDDA will pay the remaining balance for any repairs.
- (i) After the pit gates have closed, anyone in the pits must be wearing CLOSED TOE SHOES AND SLEEVED SHIRT, at all times (with the exception of the trophy girl)**

#### **Section 4.04            Vehicles in the Pits**

- (a) Personal Vehicles, other than those belonging to the board members are not permitted in the pits, with the exceptions of:
  - (i) Vehicles equipped with torches (Must have fire extinguisher present)

(ii) Vehicles with fixed winches, (with the authorization from the KDDA board) All Vehicles must not interfere with the flow/movement of any and all other cars.

### **TRAILERS ARE NOT AN AUTHORIZED VEHICLE**

- (b) Authorized Emergency Vehicles
- (c) Authorized Two Trucks
- (d) Official Trophy Vehicle(s)
- (e) Any other vehicle that has been previously authorized by the KDDA Board
- (f) Any and all Vehicles in the pits are at the owner's risk and/or responsibility. This includes any and all occupants of the vehicle. The KDDA will not accept responsibility for any damage, loss or Personal Injury.

## **Article V            Tech/Safety**

### **Section 5.01            Tech-In**

- (a) No car can compete/participate in races or events unless it has passed tech inspection.
- (b) Any vehicle not in line for tech by 4:15 (on normal race day) will not be eligible to race that night.
- (c) Tech Officials may re-tech vehicles at **ANY** time during the night's races/events.
- (d) Tech Officials will begin tech Inspections no later than 1.5 hours before time trails begin.
- (e) Your vehicle must be complete/ready for tech inspections when you get in line for tech.
- (f) If at any time during a Re-tech inspection a vehicle is found to be in violation of any rule, it could result in a loss of points and/or pay.

### **Section 5.02            Appeals**

**Any and all disputes with Tech Officials about an inspection decision should be handled by 2 Board Members and one Tech Official (Lead Tech), Their conclusion/decision is final.**

### **Section 5.03            Safety Attire**

- (a) Drivers & Pitman must wear long pants or coveralls, a shirt with sleeves and suitable (closed toe) shoes. Drivers & Pitman are required to comply by the closing of the pit gate.
- (b) Helmet and eye protection are required at all times for drivers and passengers in any/all vehicles while participating in events on the track.



## **Article VI**                      **Time Trails**

### **Section 6.01**                      **Time Trail Requirements**

- (a) Car must be timed in by its registered driver
- (b) Drivers are allowed to race without timing in
- (c) “X” cars will not be timed in unless time permits
- (d) A car can only be times in under one number, only one attempt (passing through the arena gate) per time trail, per race day.

## **Article VII**                      **Race Day**

### **Section 7.01**                      **Flags**

- |               |                        |
|---------------|------------------------|
| (a) Green     | Start                  |
| (b) White     | One lap to Go          |
| (c) Red       | Stop Immediately       |
| (d) Black     | Disqualification       |
| (e) Checkered | Finish/Winner Declared |

### **Section 7.02**                      **Safety**

- (a) Driver door hits are considered illegal, the following penalties will be enforced if it has been determined that a driver did not avoid or intentionally hit another driver’s door.
  - i. 1<sup>st</sup> avoidable/intentional door hit it will be a \$50 fine if after review, it was determined that it was avoidable/intentional.
  - ii. 2<sup>nd</sup> avoidable/intentional door hit, lose points and pay for that night and \$100 fine if after review, it was determined that it was avoidable/intentional.
  - iii. 3<sup>rd</sup> avoidable/intentional door hit, Suspension for the rest of the season, loss of points and pay for the night, \$100 fine and no end of year pay if after review, it was determined that it was avoidable/intentional.

- (b) Any unsafe condition with the car, i.e., door, hood, tailgate, or other metal objects that jeopardize the drivers or fans will result in a black or red flag. If a black flag is given for this reason, there will be no loss of pay or points.
- (c) A red flag or lights and sirens means stop your vehicle immediately. Failure to stop could result in a loss of one lap. **INTENTIONAL MOVEMENT OR DISREGARD FOR THE RED FLAG OR SIREN WILL AUTOMATICALLY DISQUALIFY THAT CAR FROM FURTHER COMPETITION IN THAT NIGHT'S EVENTS** and could result in further disciplinary actions of up to one-year suspension.
- (d) Drivers will remain inside their vehicles with helmets, eye protection and harness on until the race has been declared over. All body parts must remain inside of the car at all times. Stay to the side of the track, do not block the entrance. Drivers are not to exit their car unless they feel they are in imminent danger or directed to do so by track officials.
- (e) If your car catches fire twice in a single event, you will be disqualified. If it happened in a second event, your car will be black flagged (disqualified) for the night.

### **Section 7.03 Race Requirements**

- (a) Each event will have a minimum of 6 mini cars or 4 big cars for it to be official. Any less and the race may be eliminated. The car count for each race is at the discretion of the track official.
- (b) FOR CROWD ENJOYMENT, DRIVERS SHOULD MAKE CONTACT WITH OTHER CARS WHEN PASSING.
- (c) All contact will be made while moving in the same direction of the event, No traveling in the opposite direction, no waiting in the infield to ram a passing vehicle.

### **Section 7.04 In Line Rules**

- (a) Unattended vehicles or vehicles that fail to start when called to race must go to the rear of the line. The pole position (front left lane) is the first alternate to run. This will be enforced by the lineup official.
- (b) Drivers may NOT choose races. When it is your turn to race, you must enter the race you fall into or go to the end of the line.
- (c) No Torches, jacks, lifts, or ramps are to be used while in line. **THIS WILL BE STRICTLY ENFORCED.**
- (d) If vehicle maintenance is required in line up, drivers/pit crew are to stand on the sides of the vehicle. Do not stand in front/behind the vehicle.

## **Article VIII**

## **General Rules**

### **Section 8.01**

### **Sportsmanship**

**Members and officials will conduct themselves in a good sportsmanlike manner at all times. Any member or official who, in the opinion of the board is found guilty of unsportsmanlike conduct or conduct detrimental to the organization may be suspended for a period of not more than one year.**

- (a) Drivers/Members are responsible for all actions made by his/her pit crew that violate ANY of the club rules and regulations. Constant violation of the club rules made by the same pit crew are ground for an inquiry by club officials with the possibility of disciplinary actions being taken against the driver/member. These actions may include warning, fines, and expulsion of the pit crew, suspension and loss of pay and/or points.
- (b) The KDDA does not accept responsibility for any actions by a club member that violates any federal, state or local laws.
- (c) Teaming up may be grounds for disqualification from any event.
- (d) **Track officials and board members will not be subject to any abuse or improper language at any time.**
- (e) This is a family-oriented event, No Profanity, pictures, innuendos, items of a sexual nature will be displayed on a vehicle or sign board. The KDDA board or Tech Crew decision is final.

### **Section 8.02**

### **Track/Tower Rules**

- (a) No other person other than appointed officials shall be allowed in the tower. Failure to comply with this rule is grounds for expulsion from the pits from that night of racing. The board may, upon investigation, discipline drivers for actions made by relatives or pit crew with regards with the tower.
- (b) No One is allowed on the track except track officials unless requested by the track boss.

### **Section 8.03**

### **Injuries**

- (a) If a member is transferred to the hospital, he/she may not race for the rest of the night. Only after a written release is submitted to the Secretary by a licensed physician may the driver resume racing.
- (b) Club insurance is for spectators only.

## **Article IX**

## **Championship Races**

### **Section 9.01**

### **Qualifications**

- (a) There will be one of each race per class for a total of 6 races

- (i) You must win a figure 8 during the race season to qualify
- (ii) You must win a Dash race during the regular season to qualify
- (iii) You must be in the top 10 points placing to qualify (1<sup>st</sup> & 2<sup>nd</sup> place will be kept on record to ensure the proper number of cars in each championship race.)

## Article X

## Grand Finale Rules

### Section 10.01

### General Finale Rules

- (a) A Driver may bring a car designated entirely for finale purposes, or use their race car for the finale
- (b) The car must conform to the equipment rules, be teched in and have a 4" x 4" Letter **F** on the sign board to designate it as a finale car only.
- (c) All cars in the finale will display a flag in a conspicuous area that is visible to all drivers.
- (d) When a car is declared "dead" either by the choice of the driver or the judge, the flag is to be removed by the driver. Once removed, you may not move your car until the conclusion of the finale. Moving your vehicle after its declared "dead" could be grounds for disqualification from the event and/or loss of pay or points of that nights racing.
- (e) Any car with a flag is fair game whether it is moving or not.
- (f) Any direction of travel, at any speed within the **designated area** is considered fair play.
- (g) A real effort must be made to avoid impact with the driver's door. Black flags will be given if the judges believe the drivers door hit to be deliberate.

- (h) If a finale is stopped twice for you for any reason you will be removed from your vehicle, the vehicle will remain as an active car until time has elapsed.
- (i) All cars will be observed and timed with a stopwatch. Anyone not contacting an active competitor's vehicle with sufficient force or speed to cause the other vehicle to visibly move within 90 seconds will be declared "dead". Obvious "Sand Bagging" will be a cause for a black flag.
- (j) Any person who waves off a hit will be considered "dead"
- (k) No Started power contact. If caught using starter power only, you will lose any paying place for the event.
- (l) No intentional "Pin to Win" is allowed.
- (m) The winner of the event is the last vehicle to deliver an aggressive blow to an active competitor.
- (n) The four Vehicles remaining at the end of a finale may be required to undergo another tech inspection at the discretion of judges or officials, before awards are disbursed.
- (o) You must stay within the designated space on the track. Do not intentionally leave the designated area. Leaving the area may be grounds for a black flag.
- (p) If you are instructed to exit a vehicle by an official for safety concerns, your time will continue when the finale resumes, regardless if your vehicle is occupied or not.

## **Article XI Powder Puff/Pitman Races**

### **Section 11.01 Entry/Eligibility/Provisions**

- (a) Will **ONLY** be run if time permits
- (b) No Points will be awarded for entering the Powder Puff or Pitman events.
- (c) Participants must sign a liability waiver.
- (d) Powder Puff drivers must be female.
- (e) If you have purchased a race number within the past 5 years, you are not eligible to race in a Powder puff or Pitman event.

## **Article XII Protests**

### **Section 12.01 Who may Submit a Protest?**

- (a) Any driver participating in the event who wishes to protest any decision made by judges concerning that night's racing has the right to do so.

### **Section 12.02 How to Submit a Protest**

- (a) Protests must be specific and in writing, accompanied by a \$50 fee given to a board member by the time clean-up is over. If you win the protest your money will be refunded back to you.
- (b) All protests will be reviewed by a three-person committee consisting of at least one board member and two club members. If a protest involves you or a family member you are not permitted to participate in the decision-making process.
- (c) Decisions will be made using club video or tapes provided by persons involved. The final decision will be made at the protest meeting.
- (d) No protest will be accepted for Play Day or Finales.
- (e) You have the right to discuss a protest with a board member prior to the protest meeting.
- (f) Board members may request additional information prior to or during review of the submitted protest.
- (g) All parties involved must be notified prior to the protest meeting.

## **Article XIII                      Changing the Club Rules**

### **Sections 13.01      Changes**

- (a) Changes to the rules can only be made for safety reasons and only with a club vote.