



2017 Demolition Derby Rules

- 1) All cars must be stripped of all glass, body molding, and all exterior lighting. The interior and trunk area must be cleaned of anything that could injure the driver during the derby. All glass must be removed from car.
- 2) May have a boat type fuel tank, must be securely mounted behind driver's seat. No more than 5 gallons of fuel maximum.
- 3) Battery may be relocated, must be secured and covered.
- 4) The radiator must remain in stock location. Radiators must be drained of antifreeze, and only clear water for coolant. You may not add cooling capacity. No Supplemental cooling devices allowed.
- 5) All doors must be chained or welded closed to prevent from opening during derby. Metal straps can be welded to door seams with 3" wide x 1/8" thick steel max.
- 6) Trunks must remain open for inspection and chained closed after inspection. Trunks must remain empty.
- 7) No adding of metal to any frame, body, or suspensions allowed. No reinforcement of front end, rear end, radiator support, fenders, or anywhere on car. Any rust patching on body panels are subject to tech officials approval. **Frame may not be altered in any way and NO trailer hitches allowed.**
- 8) No doubling of body panels allowed, no added metal allowed. Rusted out holes in your floor sheet metal may be patched where components will be mounted or for drivers safety (sheet metal only). No other sheet metal patching is allowed unless it is a safety issue. You may not patch clean and solid floors.
- 9) Engines must remain stock for year and model of car.
- 10) Transmission must remain stock.
- 11) Rear ends must be stock to year of car.
- 12) Aluminum or Steel rims permitted, 5 lug maximum.
- 13) Solid tires are NOT allowed.
- 14) Suspension must be original factory suspension for year and model of car.
- 15) All cars must have working brakes.
- 16) All drivers will use DOT approved helmet, eye protection, and seat belts at all times. Shoes and pants are required. Fire suits are recommended.
- 17) Only one person per car allowed at the tech booth area when cars are being teched. This rule will be strictly enforced.
- 18) Drivers must remain in the vehicle with helmet, seatbelt, and eye protection on until notified by an official that it is safe to exit vehicle.
- 19) All vehicles must have a fire extinguisher mounted within the drivers reach inside the car.
- 20) Driver's door hits are ILLEGAL. If the hit is deemed by the official to be careless or intentional, you will be disqualified.
- 21) No speeding in the pits (5 mph maximum).
- 22) Any open door will be cause for disqualification.
- 23) Fire will be cause for disqualification.
- 24) You must make an aggressive hit every 60 seconds. You will not be given any warnings; you will just be timed out.

- 25) Just because it is not listed in these rules does not make it legal. If you are not sure about a rule, contact Tim Rominger Tim@TucsonSpeedway.com .
- 26) All cars must pass tech inspection before being allowed to derby.
- 27) Officials and tech inspectors have FINAL decision on all rules!!!!
- 28) Building your cars to these rules does not make demolition derbies safe. These rules are to help make every car have a fair chance to win. These rules are not for drivers' safety. You enter these demolition derbies at your own risk, with the understanding that you could have injury, harm, or death and will acknowledge this on your release of liability form.