

2019 Demolition Derby Rules

No Trucks, Vans or SUVs allowed

1. 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 derby.
2. May have a boat type 6 gallon fuel tank that is securely mounted behind driver's seat.
3. Battery may be relocated but must be secured and covered.
4. The radiator must remain in stock location. You may not add cooling capacity. No supplemental cooling devices allowed.
5. All doors MUST be chained, welded, or wired closed to prevent from opening during the derby. Metal straps can be welded to the door seams with a maximum of 3" x 1/8" flat bar.
6. Trunks must remain open for inspection then chained/strapped/wired closed. Trunks must remain empty. Hoods must also be secured after tech inspection!
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 anyway and NO trailer hitches allowed.
8. No doubling of body panels allowed, no added metal allowed. Rusted out holes in the stock floor pan may be patched where components will be mounted or for drivers safety with sheet metal. No other sheet metal patching is allowed unless it is a safety issue. You may not add patch material to solid, non-rotted floor boards.
9. Transmission should remain stock. Stock or aftermarket transmission cooler approved.
10. Bracing behind driver's seat & in the driver's door area is recommended! Driver protection bracing is encouraged but bracing outside of the drivers' area is strictly prohibited!
11. All cars must have working brakes.
12. Only one person per car allowed at the tech booth area when cars are being teched.
13. All drivers must wear a DOT approved helmet, seat belt, & eye protection during the derby. Closed toe shoes, long pants, & long sleeve shirt are required.
14. Drivers must remain in the vehicle with helmet, seatbelt, and eye protection on until notified by an official that it is safe to exit the vehicle.
15. All vehicles must have a fire extinguisher mounted within the drivers reach, inside the car.
16. Driver's door hits are illegal. If the hit is deemed by the official to be careless or intentional, you will be disqualified.
17. No hot rodding in the pits. Keep it at an idle.

- 18.** Any open door will be cause for disqualification; Fire can be cause for disqualification.
- 19.** You must make aggressive hit every 60 seconds.
- 20.** Engines should remain stock for car. Aftermarket exhaust OK. Exhaust can exit vertically through the hood.
- 21.** Rear ends must be stock for type of car being used. 5 lug maximum. Locked and/or Posi-trac rear end OK. Aluminum or steel wheels permitted. Tube or Tubeless tires ok. No solid tires! DOT Street tires only!
- 22.** Suspension must be factory suspension for that car.
- 23.** All cars must pass inspection before being allowed to derby. Over prepared Outlaw full-weld type derby cars will not be allowed to compete.
- 24.** Just because it is not listed in these rules doesn't make it legal. If you are not sure about a rule, contact us before you do it.
- 25.** Officials and Tech inspectors have final decision on all rules!!!!!!!!!!
- 26.** Building your cars to these rules does not make a demolition derby safe. These rules are to help make every car have a fair chance to win. These rules are also intended to help promote drivers safety. You enter a demolition derby 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.
- 27.** Mobile International Speedway standard demo derby car entry fee is **\$50!** Late arrivals will be assessed an additional **\$25**. All cars not paid & checked in at the pits by 7:30pm must pay a late entry fee of **\$75**.

For further clarification, contact Bill Stewart.

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