



Monroe County Demolition Derby 2020

MOD CLASS RULES

July 4, 2020

PARTICIPATION REGULATIONS

1. The Monroe County Demolition derby is promoted as an unusual spectator attraction, In the interest of safety and the promotion of a family values event, anyone entering as a participant (driver or support staff) or spectator must obey all the rules and regulations.
2. Each driver must fill out an entry form. All drivers must supply their own car. Only one entry per person unless otherwise specified.
3. **Drivers DO NOT have to have a valid driver's license.** Drivers under 18 years of age must have a notarized release signed by legal parent/guardian and hold a valid Indiana driver's license.
4. **The Monroe County Demolition Derby Committee or their appointed representatives, reserve the right to approve or reject any entries, or vehicle.**
5. One driver and one mechanic will be admitted with each paid entry. Each entry fee is \$40.00. All must sign a "Release of liability" form.
6. You are responsible for your own safety. Building your cars to these rules alone, does not make demolition derbies safe. **These rules are to allow every car to have a fair chance to win.** You enter this demolition derby, (as in all motorsports) at your own risk, with the understanding that there is always a possibility of harm, injury, or death.
7. No cars permitted on track before their assigned event. Succeeding heat is to be lined up outside fenced area while preceding heat is on the track.
8. Cars may be re-inspected at any time and/or as many times as **The Monroe County Demolition Derby Committee** decides is necessary. *Heat, consi, and top 4 feature winners will be re-inspected.*
9. **The Monroe County Demolition Derby Committee** reserves the right to assign heats.

10. **The Monroe County Fairgrounds is a NO ALCOHOL property.** Anyone in possession of alcoholic beverages shall be ejected from the Fairgrounds, with no refund of entry fees.
11. Only one person per car allowed in inspection area, while cars are being inspected. **THIS RULE WILL BE STRICTLY ENFORCED!!!!**
12. Officials and tech inspectors have final decision in all rules. If your car is flagged after inspection, your car is still open to inspection any time before, during, or after the derby. If you changed or added anything after inspection and we find it later in the event, you will be disqualified! This applies even if we missed it during the initial inspection. Illegal is still illegal despite when it was discovered. **All cars are subject to having a small hole cut or drilled in car body and/or frame if tech official has reason to check area in question. This is not up for debate and required to participate.**
13. Just because it is not listed in these rules, doesn't make it legal! **Anything determined to be unsafe, reinforcement, or creates an unfair advantage WILL be considered illegal.**
14. It is YOUR responsibility to acquire and read the rules! Failure to read or understand these rules **is not an excuse** to violate or ignore them. You might be given one chance after initial inspection to correct minor tech problems. Too many infractions, requiring multiple trips to tech, infringes on our time to correctly inspect all cars. You may be asked to return at another date in order to be fair to those who followed these rules correctly.
15. **All participants will operate their vehicles in a safe manner outside the arena! You will not operate vehicle over the speed of a fast walk in the pit area or anywhere on the fairgrounds, other than inside the perimeter of the derby arena. We have families moving from the parking area to the grandstands along with many volunteers and staff moving throughout all areas outside the arena. This will be strictly enforced.**

RULES AND REGULATIONS

1. Any stock hardtop auto or station wagon is allowed. None of the following are allowed trucks, vans, ambulances, jeeps, carry all, limousines, hearse, 4wheel drives, checker cabs, propane cars, imperials.
2. Safety belts, DOT approved helmet, goggles, or face shield mandatory. Approved safety glasses will be allowed. An approved neck support is strongly encouraged, but not mandatory. **ALL CARS MUST HAVE A ROOF SIGN WITH CAR NUMBER ON IT.**
3. All glass, trim, and upholstery must be removed **before entering Fairgrounds.** Autos must be swept clean of all debris and parts. No mirrors allowed.

4. ORIGINAL GAS TANKS MUST BE REMOVED. Original gas tanks may be relocated in back seat area or approved gas tank, such as marine type, is to be mounted in back seat area with secure metal fasteners. Must have # 9 wire or metal strapping around factory tank to floor board, No ratchet straps! ALL LINES MUST HAVE LEAKPROOF CONNECTIONS (such as fittings or clamps). Taped connections are not allowed. Gasoline approved rubber lines allowed, if new or of good quality. Otherwise metal lines with 12 inches maximum rubber hose connections. Electric fuel pumps are allowed but must have a shut off switch mounted to the dash. All carburetors must have cover to suppress backfire flames. **Gas tank mount / protector must be suspended 4" from all rear sheet metal and 48" wide max , attached to roll cage only. No side or rear supports and must stop 4" from rear firewall. No exceptions.**

5. Any motor or transmission may be interchanged if mounts remain in stock locations and may be welded in place. Modified motor mount must not extend behind the motor mount tower. A partial cradle that bolts to the front of lower block and bolts only to original mounts is acceptable. **Fords must use factory cradle, No cradle swaps, no frame swaps of any kind.**

6. Radiator must remain in stock position and mounts. May run either the factory condenser or a piece of expanded metal no wider than 32" and no thicker than 1/8". **Expanded metal can only be mounted to the core support in 4 spots. You can either bolt it in with up to 1/2" bolts and standard hardware washers or 1" welds. No spray foam mounting of any component.** If running a sealed transmission cooler in driver's compartment it must have hydraulic fittings and crimped style cooler hoses (no clamp style hoses) or it must be mounted under hood (**NO EXCEPTIONS**)

7. Suspension. NO Spring jacks, blocked shocks, air shocks, wedging . **Springs may be changed.** A-arms may be swapped from new style to old style as long as they are bolted on. No after market ball joints, tie rods, or spindles. No all thread shocks.

May kick front springs.

OR

Bolt down a-arms with (1) 1/2" bolt with hardware style washers per side No reinforcing a-arms and tie rods. Rear axle mounts on frame must remain factory. **May use ZTR style watts link conv. (Bolt in 2pc) (NO ONE PIECE DESIGN) They must bolt on with bolts, no larger than 1/2".** May use hollow square tubing for control arms. **No U-bolts larger than 1/2". No all thread shocks, must use a factory bolt in shocks. (THIS WILL BE CONSIDERED 2 OF THE 6 FRAME PATCHES THAT IS ALLOWED)**

8. Brakes must remain operable at the beginning of each event.

9. Batteries must be relocated to front passenger area of car, mounted Flat On floor. Batteries must be secured with all-thread or bolts, no nylon straps allowed. Must be covered with splash guard.

10. If you have a distributor protector, the firewall, cowl, any and all sheet metal must be cut out. Must be cut out enough for the DP and brackets to fit through. **It will be cutout to the top of the transmission bell housing. If you run a pulley protector the sway bar must be mounted with factory mounts on the frame rail and lower control arms for the vehicle. No welding plates to pulley protector to box in the swaybar.**

10.1 No kickers to distributor protector or to transmission bell housing or the Transmission protector. Transmission protector can be bolted or welded to cross member. **Nothing can attach the transmission or Transmission protector to the cage, sheet metal, transimmsion tunnel.** If using a transmission protector must use factory cross member bolted in, no reinforcements to cross member. Can weld a 2"x2" 6 inch long angle to frame to bolt factory cross member to. OR

If not running a Transmission protector you can weld 2" x 2" 6 inch long angle to frame and bolt 2" square tubing (no reinforcing) for your transmission cross member.

11. TIRES, any tire that holds air can be used (does not have to be DOT tire). Tires may be filled. Only small weld in centers, no reinforced beads or bead locks. Bumper must remain minimum 14", maximum 22" from bottom of front and rear bumpers.



12. Hood must be operational for inspection. Hood must have 12"x24" holes cut on each side of carburetor. Hood allowed a maximum of 6 hold downs . No chains or cables. **May use 5/8 all thread for front hood mount (See Body mounts for Details).** You may wire separately from the core support to bumper in 2 locations with 3 wraps max. Nothing in front of radiator. Must have front half of hood at all times.

12.1 **Trunk Lid can be wired shut in up to 6 places or Welded in 6 places total with 3" square plates. IF TRUNK IS WELDED SOLID YOU WILL NOT RUN.** Trunks may be "V"ed and quarter panels can be creased. Must be able to be inspected through rear firewall, tail light openings, or speaker deck. **A 12" inspection hole will be required in deck lid for inspection purposes.** Must be able to see between trunk deck and floor pan. Must be an air space between deck and floor pan. No wedging! No folding quarters over trunk lid. May be semi tucked, but not

flattened against floor pan. No bolting or wiring roof or trunk deck to floor pan. May run 3 strains of #9 wire from roof to trunk lid, cannot attach to trunk floor. **No welding on quarter panel or wheel openings.**

13. Exhaust pipes penetrating hood must point upward not towards front of bumper or driver.

14. Doors may be fastened shut with 3/8" chain or #9 wire in 3 spots per seam or welded in 3 spots per seam with 3" square plates. Driver's door may be welded solid. Driver's door may be plated with steel plate that may not extend more than 6" beyond door seams. Door straps CANNOT be welded to frame. **Any Door other than the drivers door that is welded solid, the section that needs cut will be removed completely, not just cut in half.**

15. Hood and trunk deck body seams **may not** be bolted, screwed, or welded. **#9 wire only.** Cutting of fenders for tire clearance is allowed. Inner and outer body panels cannot be welded, bolted, or zip screwed together. The edge of holes in hood will be the only exception.

16. **Front two and back four body mounts only can be replaced. 4" LIMIT ON FRONT ONLY SPACERS! Spacers must be floating not welded in.** Rubber body mounts may be replaced with washers (if replacing rubber you must have 1 inch spacer between body and frame), any bolts that are replaced must be 5/8 inch or smaller. **No all thread through top of core support and hood.** Washers cannot be welded to frame! Factory holes in bottom frame must remain open. **(Must be same as factory body bolt location).** **ONLY original stock amount of body mounts will be allowed!!!** Loops of wire, straps, gussets, or anything else that fastens the body to the frame, WILL NOT BE ALLOWED. Washers must be maximum of 3"x3"x1/4" top and bottom. **Must be 1 inch between frame and body! No bodies flush with frame will be allowed.**

17. **Body and bumper must remain in stock position. OEM loaded bumper.** Stich weld bumper skin back on, no solid welds. Bumper shocks may be welded all the way around tubes, or chained. No straps or gussets. Bumper must be mounted to the original bumper backing (original bumper steel).

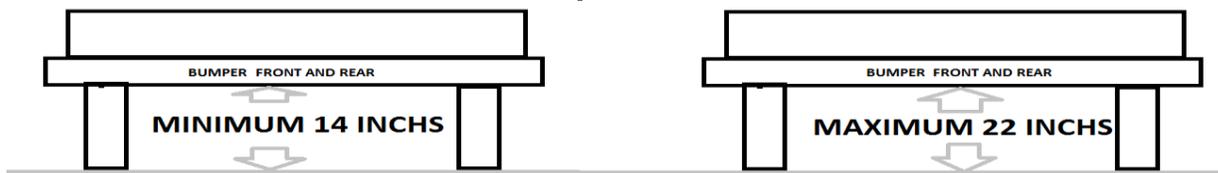
OR

You can use a piece of 4x4 tubing nothing bigger. **NO POINTS OR SKIN WELDED ON THE TUBING.** If using a tube front bumper it can only be up to 1" wider than the front tires on each side. Ends of tube can be capped. May be welded on with 2" x 6" x 1/4" strap, 2 per side. Bumper shocks and brackets can be welded onto the frame. These welds cannot go past the back side of the radiator support. No rear bumper brackets on the front.

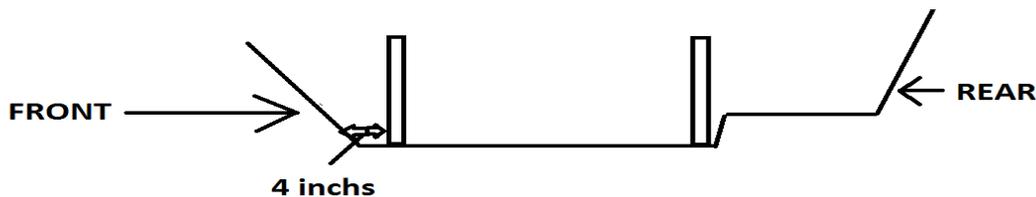
Rear: Bumpers may be loaded. **Or, you can use a piece of 4x4 tubing nothing bigger. NO POINTS OR SKIN WELDED ON THE TUBING.** May be mounted to where they are angled up.

May be welded on with 2" x 6" x 1/4" strap, 2 per side. Bumper shocks and brackets can be welded onto the frame. These welds cannot go past the first 6" of the frame rail.

Bumper must remain minimum 14", maximum 22" from bottom of front and rear bumper.



18. Roll cages or bars are allowed. **This is for driver protection not for Strengthening the car.** Cages must remain in passenger area. Halo bar cannot be bolted, welded, or wired to roof. Cages or bars can be welded or bolted to top of frame **at 4 points only. A 4 inch by 4 inch plate max to attach cage uprights to frame.** When mounting to frame the body can't be attached also creating an extra body mount. No bars allowed behind the recessed floor pan area behind front seat. **Front upright bars no further forward then 4 inches from the driver's floor board where it rolls up. Dash bar must be 6" off of transmission tunnel, and 4" from firewall. Side bars 60" long max.** Uprights must remain at 90 degree angle to frame (straight up and down). **4" diameter maximum on all bars!**



19. Windshield area must have #9 wire, chain, or metal strapping from roof to cowling behind hood to prevent hood from entering driver's compartment. **Cannot be attached to cage bars.**

20. Rear window area **May run 3 strains of #9 wire from roof to trunk lid, cannot attach to trunk floor. Speaker deck may be canoed, but must leave air gap between floor and speaker deck.**

21. **Frame patching to rusted or damaged areas will be permitted, 6 PATCHES ONLY under strict guidelines. Patches can be 1" bigger than damage and no larger than 4"x6", 1/4" metal for patch material maximum. No over laying patches, patches must be 4 inch apart. 1" hole in center of patch NO WELDING THE CENTER HOLE (this it to determine the thickness of the patch) (IF USING ZTR WATTS CONV. Bolt in BRACKETS THIS WILL BE CONSIDERED 2 OF THE 6 FRAME PATCHES THAT IS ALLOWED) Hump plates will be allowed 3" X 12" X 1/4" Max thickness placed in middle of the hump welded on outside of frame only (IF USING HUMP PLATES THIS WILL BE CONSIDERED 2 OF THE 6 FRAME PATCHES THAT IS ALLOWED) NO EXCEPTIONS**

22. No part of frame can be painted or undercoated.

23. Driver's door only **MUST** be painted white! Car must have 18" tall numbers on each side and roof of car and be legible. Roof signs must be bolted to roof only. Cannot be fastened to halo bar or any other support. No obscenities or rude gestures allowed on car. If number is not able to be seen on roof, car will not be scored.

24. These rules are intended to be **stock frame and STOCK APPEARING bumper**. If it does not appear to be stock or if altered, it will not be allowed.

25. Only drivers participating on track, to remain on track, at conclusion of that heat, consi, feature, or inspections.

26. **All decisions by officials shall be final! NO APPEALS!**

27. Cutting torches or welders in pit area must have fire suppression of some type, examples – fire extinguisher, pressure water, bucket of sand.

28. Welding only in these places will be allowed. Door seams, bumper shock tubes, motor and trans mounts, roll cage to top of frame (4 upright points only), ring and pinion gears, rims, and **damaged frame patching restricted and described as in rule # 21! Any other welds will result in disqualification!**

29. **Trunks may be "V"ed and quarter panels can be creased.** Must be able to be inspected through rear firewall, tail light openings, or speaker deck. **If unable to see this area, a 12" inspection hole will be required in deck lid. Must be able to see between trunk deck and floor pan. Must be an air space between deck and floor pan. No wedging! No folding quarters over trunk lid.** May be semi tucked, but not flattened against floor pan. No bolting or wiring roof or trunk deck to floor pan. May run 3 strains of #9 wire from roof to trunk lid, cannot attach to trunk floor. No welding on quarter panel or wheel openings.

30. **No cutting and pitching of frames!** Cold tilting will be allowed.

31. May change rear end (**You can run 8 lug rear ends.**) May use hollow square tubing for control arms. **ZTR style watts link conv. Bolt in 2pc brackets are allowed (NO ONE PIECE DESIGN) They must bolt on with bolts, no larger than ½". No U-bolts larger than ½". No all thread shocks, must use a factory bolt in shocks.**

Stock suspension must remain in place. You can have slider drive shaft.

32. Do not read between the lines or look for gray areas in these rules. These rules tell you what you can do and everything else is illegal. IF IT IS NOT CLEARLY ADDRESSED IN THESE RULES, IT IS NOT ALLOWED!

Contact: Tyler Prather at (812)-606-2565

Inspection: Noon-6pm, Show starts at 7pm

Facebook: Monroe County Demolition Derby: Bloomington, Indiana

DISQUALIFICATIONS

A. Intentionally hitting an opponent's driver's door.

B. Blatant team driving will result in all those avoiding hits or holding cars while others are hitting, will result in disqualification. This will be a judgment call by officials and all rulings of officials shall be final.

C. Intentionally hitting a car stuck on logs or on dirt boundary. This is considered a serious matter for the safety of the crowd and volunteers.

D. Winners of heats and consi must be re-inspected at east end of arena before going to pits, if you do not stop for re-inspection before exiting the arena, you will be disqualified.

E. Intentionally pushing another car out of arena through entrance or exit or holding them from re-entering.

F. Disobeying, arguing, or use of profanity to any official or volunteer may constitute dismissal for the entire event and grounds for expulsion from the Fairgrounds and consideration for permanent barring from further competitions at the Owen County Fairgrounds.

G. Spilling fuel or catching fire (exhaust fire or carburetor fire that is immediately withdrawn on its own excluded).

H. Flagmen may disqualify any vehicle, which in his/her opinion constitutes a reasonable safety hazard to the driver, other competitors, or spectators.

I. The derby will be composed of individual heats and one feature, with cash purse going to the winners of each heat. Feature demolition event will be comprised of winners and co-winners of each heat. Heats will be provided for the powder puff (including participation in the feature for the winner and runner-up of each heat).

Cars must be removed from fairgrounds by 3:00 p.m. on the day after the show! Any cars remaining on the fairgrounds past the deadline shall be disposed of by the Demolition Derby Committee. SCAVENGING OF PARTS OR CARS IS STRICTLY FORBIDDEN AND WILL BE PROSECUTED WITH LOCAL AUTHORITIES.

