

DEADMAN DERBY PRODUCTIONS

2025 GENERAL RULES:

1. All drivers must wear a DOT regulated and approved helmet at all times of competition. If the helmet is removed during competition, it will result in immediate disqualification. Eye protection is mandatory whether it be glasses, goggles or a face shield. A fire suit is recommended, long sleeve and long pants are mandatory.
2. A working seatbelt must be worn at all times during competition. It is recommended to run a multiple point harness with a quick disconnect.
3. Adequate brakes are mandatory. You must be able to lock at a minimum 2 front or two rear tires immediately upon pressing the brake pedal. If brakes malfunction during the show you will be disqualified for safety.
4. Fuel Cells must have a vacuum hose and that hose must be positioned to not allow fuel to leak at any point. Any fuel leak will be required to be fixed and spray clean to prevent fire. A rollover valve is highly recommended.
5. All plastic, sharp edges, glass and debris must be cleaned out of the car. This includes leaves, carpet etc.
6. All cars with a sunroof must cover the open hole with minimum 1/8" mesh or sheet metal in order to avoid injury.
7. Drivers' Door protection is permitted on all cars. An 1/8" door plate is permitted to be welded over the entire drivers' door in case of an accidental door hit.
8. Absolutely no intentional drivers' door hits. If the officials deem a door hit as excessive or intentional it will result in disqualification.
9. Drivers must obey the caution lights and official's flags. Green means go, red means stop immediately. Do not move under red flag. Do not rev your engine under red flag.
10. Do not get out of your car until a Deadman official approves it. Exception: In case of immediate danger, exit your car.
11. A 10mph pit speed must be maintained throughout the entire event.
12. Absolutely no cars in the vending area where fans are located.
13. A fire extinguisher is permitted to be tightly secured in cockpit of car.
14. No sharp edges on safety cage.
15. If a car is deemed unsafe to participate or continue, Deadman officials will disqualify the car.
16. A safety crew, EMS, and Fire department will be available during all activities. Please respect these officials and allow them to perform their duties without resistance or distractions.
17. In a heat and feature event, the car and driver are considered one and must remain together meaning... drivers cannot qualify someone else's car or trade cars etc.

18. In a heat an feature event, in order to be eligible to run the consolation you must drive under your own power on to the track for the heat to start... cannot be pushed on.
19. You must make aggressive contact ever 60". At Deadman aggressive contact is defined as intent to inflict damage to another live car with the front or rear of your car. Rubbing scraping, hitting brakes and sliding in to someone does not count as aggressive contact at Deadman. Aggressive contact is subjective as the cars ability to steer and maneuver is compromised, at which time Deadman officials will make the decision whether or not a driver is attempting to be aggressive.
20. No pin to win at any time unless classified and defined by Deadman for a team event.
21. At Deadman, teaming is considered two bumpers on one car at the same time intentionally to prohibit that driver from being able to defend his or herself.
22. Deadman reserves the right to remove any participate from competition if conduct is detrimental to the integrity of Deadman, this includes but is not limited to, Sexual harassment, verbal and physical harassment, foul language, fighting, not adhering to pit area safety etc.

Deadman Derby Productions reserves the right to disqualify any driver if the car is unsafe or the driver is being unsafe. Despite interpretation of rules, Deadman reserves the right to disallow any safety concerns to maintain the integrity of the show. This includes but is not limited to an excessively overbuilt car.