

# DERBYDOG INC

DEMOLITION DERBY

WIRE COMPACTS

2/15/26

**-RULES SUBJECT to CHANGE at ANYTIME-**

**These rules are in very close proximity to the Windshield and Youth Windshield Rules. Some cars may crossover from class to class. It is your responsibility to verify through the rules that your car will pass inspection**

## GENERAL RULES

1. ALL GLASS; including windshield, side & rear windows, head & taillights must be removed. All exterior chrome moldings, hubcaps, emblems, wiper arms, plastic grilles, outside door handles, bumper covers, and header panels must be removed before entering venue. All carpeting, interior moldings, rear seats, headliner, inner door panels, and all other flammable material must be removed. Dash board is optional. Airbags must be removed. VEHICLE MUST BE SWEEPED FREE OF ALL DEBRIS.

2. Stock fuel tanks must be removed. 10-gallon max. metal tank/fuel cell must be mounted inside of car behind driver's seat.

3. Battery must be relocated to the passenger floor area and secured to floor only.

4. A 12' x 12" roof sign is recommended. Must not strengthen car in any way.

5. Cars must be left stock unless otherwise noted in rules. Cars must have working brakes at all times. No painting frame/sub-frame, inside of vehicle, or underside of car.

6. Helmet, seatbelt, and eye protection are mandatory at all times you are present on the track.

7. All trailer hitches must be removed.

8. Patching and rust repair must be approved by Official. Text pictures. Official's decisions are final! All cars are subject to re-inspection at any time.

9. You have 1 minute to make an aggressive hit. After 1 minute that car is disqualified. That is 1-minute total. An aggressive hit is solely at the discretion of the officials

10. No intentional driver's door hits permitted. This is at the discretion of the Official. If you use your driver's door to take advantage of this rule, the car that hit you is not disqualified.

11. You may not get out of your car for any reason during the heat until you are out.

12. You are only permitted to have 1 fire in your car. This will result in a disqualification.

13. No sandbagging, teaming, or holding. Any of these will result in a disqualification. You cannot pin to win.

## **VEHICLE**

RWD cars can be no more than 106" wheelbase and FWD cars can be no more than 113" wheelbase. 4 or 6-cylinder **ONLY**. **No V-8's**

## **BODY**

1. Driver's door may be welded solid. Max. 3" wide strapping. A door plate may be added. All other doors must be fasten shut with wire, chain, or banding. No added bolts or washers.
2. Hood must be fastened shut with wire, chain, or banding. Maximum 6 locations, sheet metal to sheet metal only. Two locations may go to bumper. No added bolts or washers. Hood must be open for inspection.
3. Trunk/tailgate must be fastened shut with wire, chain, or banding. Maximum 6 locations, sheet metal to sheet metal only. Two locations may go to bumper. No added bolts or washers. Trunk may be tucked. Maximum 6" dish permitted on trunk lid. Creasing permitted from C-pillar back. Quarter panels must stay in upright position.
4. Core support must stay in factory location. No added bolts to core support.

## **CAGE**

1. A basic 4-point cage is permitted. Maximum 4" x 4" OR 2" x 6". One bar across dash area, one bar behind seat. Two adjoining bars to make 4-point cage. End plates 6" square maximum. Door bars may not extend past rear seat bar. Approx. 60" long maximum. No downlegs or kickers. No part of the cage may attach to floor or frame (except where noted).
2. Halo bar permitted. Same dimensions as cage material. Must be upright.
3. Gas tank protector must be no wider than 32" and no taller than 24". Protector must be connected to rear seat bar only. Must have 6" gap from rear of protector to any sheet metal. No angled bars to halo bar permitted.
4. No added wire or metal from roof to floor. No rear window bar permitted. You must have at least 1 location of protection in the windshield area of the driver.

## **FRAME**

1. Frame cannot be shortened in any way. No seam welding permitted. If frame needs repaired, text pictures to Officials. No painting of frame.
2. You are permitted a total of 2 frame/fixit plates. Plates must be no larger than 4" x 4" x 7" diagonal.

## **BUMPERS**

1. Bumpers must be factory compact-style tin bumpers. No aftermarket or full-size bumpers permitted. Bumper must be from a compact style car. No added welding to bumper.
2. You may add one 3" x 3" tab to weld bumper from frame to bumper. No added metal permitted.

## **SUSPENSION**

1. All suspension must be OEM stock. No aftermarket components permitted. No solid suspension. All cars must have bounce. No spring risers permitted.

## **DRIVETRAIN**

1. 4 or 6 cylinder only. No V-8's permitted. Motor mounts must be OEM stock. No welding motor mounts. No engine armour permitted. No carb swaps permitted. Simplified harness permitted.

2. Headers permitted. No header protectors permitted.
3. Aftermarket shifter permitted. No additional aftermarket parts permitted, unless otherwise noted.
4. An aftermarket radiator is permitted. Must not strengthen car in any way. No radiator guards permitted. No additional material added in front of radiator.
5. Factory OEM transmission coolers on factory location only. Transmission lines may be looped.
6. Any tire may be used. Stock wheels only. No lip protectors, beadlocks, or valve stem protectors. All wheel weights must be removed. Weld-in centers may be used to acquire bolt pattern needed. No additional metal may be added. No wheel flaps or added tire pieces.

### **QUESTIONS/RUNNING**

1. These rules are more than self-explanatory. If it doesn't say you can do it, you probably can't. Derbydog will not inspect via text or phone calls. All questions/comments/answers will require physical/visual inspection at event for final approval. All text questions will be answered to guide you to a direction in the rules for you to check over. It is your responsibility to understand these rules.
2. No INTENTIONAL driver's door hits. If an Official feels a driver's door was hit intentionally, that driver will be removed from competition. Do not use your driver's door as protection.
3. No pin-to-win. No teaming. You must make aggressive contact every 60-seconds. No sandbagging.

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