



"Making an Impact at your Event."
2025 IMPACT COMPACTS

NO CHANGES OR ALTERATIONS OF RULES TO BE MADE EXCEPT BY IMPACT MOTORSPORTS.

PLEASE CHECK AND VERIFY YOU ARE USING THE MOST UP TO DATE SET OF RULES. THE MOST RECENT CAN BE FOUND AT www.impactmotorsports.ca

NO REFUNDS

IMPORTANT: Each driver, mechanic and any pit crew must sign in at the registration desk the day of the show. Drivers must bring their cars to inspection to have their cars inspected.

DRIVERS MUST ATTEND THE DRIVERS' MEETING PRIOR TO DEMOLITION DERBY OR DRIVER WILL BE DISQUALIFIED.

Driver statement: By participating in this event, I acknowledge that I have read the rules and understand them. I agree that the decision of the Official is final. I agree to participate at my own risk. It is a condition of my participation in the derby that I sign a further release of liability in the form or waiver to be supplied by Impact Motorsports. I hereby release Impact Motorsports, their officials, and Stoneridge Specialty Insurance from any liability due to my participation.

SPECIAL NOTICE: NO ALCOHOL OR DRUGS ALLOWED IN ANY RESTRICTED (PIT, HOLDING OR PERFORMING) AREA. ANY VIOLATIONS WILL RESULT IN DISQUALIFICATION OF CAR, DRIVER, AND CREW. THERE ARE NO REFUNDS FOR NOT FOLLOWING THIS RULE!!!

DRIVERS and MECHANICS are subject to and must obey the following rules and regulations which are set up by the promoter and the track where this event is being held:

1. The original registered driver must drive the registered vehicle for the entire event. No substituting drivers.
2. Impact Motorsports reserves the right to approve or reject any and all entries, drivers, or pit people.
3. Only the driver and mechanic who sign the release sheet will be permitted in the pit area or on the track. The driver will receive free admission to the grounds with their entry. All drivers, mechanics and pit people must wear supplied pit passes at all times. Failure to do so may result in ejection from the event or grounds.
4. Impact Motorsports, the promoter, track owner or fair association, will not be held responsible for any loss or damage to any cars, trucks, parts, or personal property before, during and after the show.
5. It is highly recommended that each competitor carries their own liability insurance.
6. Drivers and mechanics should report to the Impact Motorsports sign-in area at a minimum of 1.5 hours before the scheduled start time.
7. Drivers and mechanics are in the pit area at their own risk.

TYPE OF CAR

Any 4 or 6 cylinder hardtop automobile or station wagons.

6 cylinder cars must have a wheelbase of 109" or less. Factory 4 Cylinder cars do not have a wheelbase limit.

1. NO trucks, convertibles, jeeps, vans, hearses, limousines, or checker cabs.
2. Cars previously ran may be considered too battered and unsafe, resulting in disqualification.
3. If there is any question regarding the participant's vehicle it is the driver's responsibility to prove make, model, year, engine etc.

RUNNING

Risk: Demolition derbies are hazardous and high-risk sports; therefore, anyone with a health condition, i.e., concussion, heart problems, or who is pregnant should not compete. You are competing at your own risk.

Protect yourself: Work Boots, sport equipment such as, neck brace, knee pads, shoulder pads, hip pads etc. are recommended. No bare exposed skin. All drivers **MUST** wear long pants/coveralls as well as long-sleeved shirts. No exceptions. Working seat belts and racing helmets are mandatory. Helmets **MUST** have chin straps. Goggles or face shields are recommended.
****No motocross style visors****

BRAKES: Vehicles must have dependable brakes and must be working properly before entering RING at all times. All boundaries must be observed.

NO DRINKING OF ALCOHOLIC BEVERAGES ON TRACK, EMERGENCY VEHICLE AREA OR IN THE PIT AREA. Any driver or pit person under the influence of alcohol or drugs allowed in the pit area. This will be strictly enforced.

Careless driving in the pit area could result in disqualification. All cars are to be removed from the fairgrounds or racetrack immediately following the show. Additional safety regulations may be imposed, depending on track and conditions.

PREPARATION OF CAR – REMOVE OR CONVERT THE FOLLOWING PRIOR TO ARRIVING AT FAIRGROUNDS OR TRACK

1. Flammable Material

All carpet, headliner, door panels and ALL other flammable material **MUST** be removed from inside of the car. The front seat and dashboard may be left in place. Front and rear bumper covers **MUST** be removed.

2. GLASS/AIR BAGS

All windows, mirrors, trim, and air bags must be removed prior to the derby event. No loose glass smashed into the bottom of the doors.

3. FIRE EXTINGUISHER

Must be within reach of the driver. Must work and have proper working gauge. Please check the gauge on the extinguisher before arriving at the event.

4. DOORS AND NUMBERS

Driver's door highly recommended to be reinforced. A roof sign can be attached provided it is securely fastened. The car MUST have a number clearly visible (roof sign, contrasting paint on the car).

5. BATTERY

Battery must be moved to front passenger floorboard and securely fastened in a box/bracket clear of all fuel sources. Battery bracket may be welded to the back of the seat bar as well. One (1) single battery. Following inspection, it must be covered with a non-flammable shield such as an air bag or rubber mat. No milkcrates, no wood.

6. GAS TANK

Stock gas tanks must be removed. Steel marine tank, custom fuel cell or certified racing fuel cell ONLY. All tanks must be securely fastened (bolted) down in the middle of the back seat area. No movement can occur during inspection. Any leaks will result in disqualification. Gas tank protectors are allowed but can only be 24" wide max and can touch sheet metal. The gas tank protector can be no taller than the factory height of the speaker deck. NO UNSAFE FUEL TANKS. NO "JERRY CANS."

7. FUEL LINES

All fuel lines must have leakproof fitting with steel or rubber lines (no clear lines). No exceptions. Lines should run inside the car. Leaks will result in disqualification. All connections MUST have hose clamps to eliminate leaks. If your fuel system is not safe you will not run.

8. FUEL PUMP

Must have a safety shut off switch marked in red located on the roof in center of windshield area for officials use. Switch to control fuel pump only. Driver's safety. MANDATORY. This rule is for fuel injected cars only, does not apply to carbureted cars. Must be able to be seen by flag staff from 20' away.

9. TRUNK/TAILGATE

The trunk lid must be the factory trunk lid for that car, no hoods. You cannot move the trunk lid over top of the speaker deck. Trunk may be tucked, cut, or removed. Trunk lid may be tucked 90°, left in stock position or may be dished. Trunk/tailgate must be fastened shut in a max of 3 places per seam (12 total) using chain, wire, or seat belts, or 3"x3"x1/4" patches. No threaded rod in trunk/tailgate.

10. HOOD

Hoods are not mandatory. Without a hood – use electric fan only – fans directly connected to motor must be removed. Hood to be in stock position

or removed. A 12" opening must be cut in the center of the hood; you may have 10 total 3/8 bolts around the hood hole. Hoods to be fastened in MAX 6 places using chain, strap, wire, belts, bolted using 2x2x2x1/4 angle iron bolted with a single 3/8 bolt, or using 3/4" rod welded to the inner fender support only welded 2". Hood may be bolted through the rad support ONLY in 2 places with MAX 3/4" bolts or rod. These bolts ARE NOT to extend past the rad support and count for 2 of the 6 places fastening hood closed. These bolts are to be nut and bolted through the top of the rad support only, not welded. Hoods not to be tied to cowl or window bar. Hoods must remain open for officials' inspection.

11. BODY PANELS

Metal may be cut from around wheels for clearance. You can use 3 bolts in the rear 1/4 panels – 3/8 bolts with max 1" OD washer. Body panels may be creased from the rear doors back. Rear quarter panels, speaker deck and taillight panel must be factory height. If your rear strut tower seam has blown apart you can stitch it back together with 1" welds, every other inch. **DO NOT ABUSE THIS, YOU ARE NOT SEAM WELDING THE REAR TOWERS.**

12. DOOR FASTENING

All doors must be fastened shut with wire, straps, chains, or seat belts or welded with 3"x3" patches. You can secure 3 spots per vertical seam and 2 spots per horizontal seam. Doors may be bolted closed with 1/2" bolts with washers no larger than 1 1/2" OD. Driver's door may be welded solid.

13. DOOR PLATES/DOOR BARS

Outside of car may have a 12" X 60" X 1/4" max steel plate applied to driver & passenger doors, bolted in 6 locations with a max of 3/4" bolts. **NO "C" CHANNEL OR ANGLE IRON.** The driver's door can be reinforced in any form but cannot reinforce the frame.

14. CAGE/ROLL BAR

A 4-point cage will be allowed. Side bars may be up to 6" material and can touch the back of the firewall and end 4" from the rear wheel well. Dash bar must be 6" from the centre of the firewall. The back bar and dash bar may be up to 4" material and no further than 6" behind seat. Rollover bar must be bolted to the roof in 2 places through the bar or angle iron welded to the rollover bar, if using extensions off your halo bar to bolt it, they cannot be any longer than 6" in any way. No tip outs or kickers off the top of the halo bar or uprights, must be at a 90 degree. You may have 2 down bars to the rocker or floor, welded or bolted. Down bars may have 5"x5" "feet" to assist in bolting. Cage corners may have gussets, no gussets further than 6" past back bar. All cage bars are to be one piece.

15. INTERIOR MODIFICATIONS

No welding of any inside body support seams or firewall seams. Large holes in car floors must be repaired with the same gauge metal and securely fastened. No reinforcement. Broken seats may result in disqualification.

16. BUMPERS

Only the Front bumper can be replaced with any stock OEM car bumper, SMW MCF bumper or other replica bumper. You may use a piece of square tube for a front bumper, tube must be flat and no larger than 6"x6". Tube bumpers must be cut and bent at a 45 on the ends, if not then it can only be 4" wider than the front frame rails. Front frame may be shortened to the front of the rad support only, no relocating the rad support. Bumpers may be seam welded or loaded. Back of the bumper must be mounted to the end of the frame, no sleeving frame or bumper around each other to get the bumper further back. You can use 2 plates per mounting spot 4"x6"x1/4". Front/rear bumper can be wired to hood/rad support or trunk in 4 spots each. These will count as hood/trunk tie downs. NO tubing in frame to hold bumper on. Rear bumpers MUST be the stock bumper, in stock location or removed. You can use 2 (3"x3"x1/4") plates to hold the rear bumper on to the frame or you can add 2 bolts 1/2" through bumper to sheet metal with 3" washers. Mandatory that both front and rear bumpers have at least 2 spots of 9 wire to hold bumper on. Max bumper height of 24" to the top of the bumper.

17. RADIATOR

Radiators and cooling systems must be flushed of anti-freeze and only water added. Overflows for radiator must point downward to the ground. Radiator must be mounted in the original position or removed, this also goes for smaller or aftermarket rads. No screens allowed. (Stock A.C. condensers permitted in their original position.) No metal added around the rad for reinforcement. No rad guards. No water boxes or any other form of water box (bumpers).

18. TRANSMISSION COOLER

No transmission coolers.

19. SUSPENSION/STEERING

Suspension must remain stock. Cars with aluminum spindles can swap to steel spindles with no major modifications/welding (GM to GM, Ford to Ford etc.). Spring spacers or strut risers may be used. Any factory appearing strut may be used. Suspension does not have to bounce. You may have a 6" strut block (2"x2" max) welded to the frame directly behind the strut, you must maintain the 1" gap from repair plates. Strut block is not to be used to connect sub to body in any way. Strut block must be square tube, no other

configuration. If parts are broken and need to be replaced or repaired, send a message for clarification. Rear drag links, trailing arms, tie rods may be repaired if broken. You can use a 3" piece of angle iron (2x2 max) to fix the break in the part. The break must be visible, do not weld angle iron on arms just because you want to, this is to repair your car only. Rear wheel drive cars may use any non-braced 5 lug rear. Factory leaf spring cars can add 2 leaf clamps per side, no leaf spring conversions, and no custom leaf packs, they must remain factory. Rear wheel drive cars will be allowed slider drive shafts.

20. FRAMES

No welding the frame, no seam welding. No bolting/pinning subframe. No material inside the frame or sub frame. All rust repairs must be pre-approved by an official. Frame repairs are to be painted a bright colour and reported to officials during inspection. Trailer hitch must be removed completely. Rear frame may be notched, or pre bent. No painting or undercoating the frames or engine bays.

21. ENGINES/MOTOR MOUNTS

Engines may be swapped. You may make 2 mounts of your choice solid; the rest must have factory style rubber bushings. Floor mat does not count as a rubber bushing.

22. BODY MOUNTS

Stock. Stock bolts, stock bushings. No welding, no modifications to the mounts at all.

23. WINDSHIELD/REAR WINDOW AREA

The front windshield must have 1 single steel bar, or chain bolted to cowl and front of roof. Front window bar may be connected to rollover bar and top of the dash bar. No rear window bars. No 9 wire or chain front two windows, this is strictly for safety and not to close off a potential exit for the driver.

24. TIRES

Any tire may be used. All drive tires are to be filled with air only. Non-drive tires can be solid/foam filled. Tires may be doubled. Wheel centres may be welded into rim to change bolt pattern, not to reinforce rim. No full centres. No triple side walls. All wheel weights must be removed. No home-made rims. No bead locks, no valve stem protectors. Lip rings will be allowed.

25. WIRE AND PLATES

Each car will be allowed up to 8 spots of 9 wire.

Plate option 1: Each car will be allowed up to 8 (4x4) square plates. All plates must have a 1" gap including the bumper plate. These plates cannot be used to tie the sub frame to the body.

Plate option 2: You may choose to only use 6 (4x4) square plates and add 2 addition body mounts. Body mounts can be 3/4" rod through the sub or welded directly to the side of the sub (2" of weld only). If bolted through the sub you must use a standard store bought washer (2) and nuts (2). No welding of the washers. You can weld the threaded rod to the side of the sub frame with 2" of weld only. Threaded rod is to go straight up and down, not to go through unibody, wrap around unibody, etc.

Once your plates are on, you cannot move them or add any more. Use these wisely.

**"Official's Decision is Final"
IF IT DOES NOT SAY, ASSUME STOCK**

For questions relating to these rules please contact Wes Riley on Facebook, or text Wes Riley 289-788-9157 or send an email message to impacttechrules@gmail.com

www.impactmotorsports.ca

Rules updated December 2024 DG

