

# 2024 RULES OF COMPETITION



## BEFORE GOING ON TRACK

- A. Everyone entering the pit area needs to read the Pit Area Rules & Guidelines available on Speedrome.com.
- B. All racers need to read the rules for their class.
- C. All rules subject to change with safety and fair play in mind
- D. Every racecar/driver combination racing that night must sign in when their tow vehicle comes through the pit area gate. This is how we know you are here for race lineups. Failure to do so, may result in you starting at the tail.
- E. A driver must officially complete one lap in that race to receive prize money. Prize money will be paid out at the pit office front window approximately 15 minutes after the completion of the event's final race and all the race results have become official.
- F. When a racecar appears at the track for the first time that year or for the first time with a new owner, it is required to be presented to the tech area for technical and safety inspection before entering onto the racing surface. Tech inspector approval is required for any further participation. Further inspections may be required at any time. If the inspector challenges the compliance with the rules of any car, it is the responsibility of the car owner to prove that any part or component of the car which is challenged does meet the requirements of its division's rules. When the car is submitted for inspection, the car owner certifies that the car meets all the requirements contained in these rules. The decision of the inspector as to whether the car complies with the rules will be final without appeal.
- G. Cars are required to go through tech prior to each single car qualifying session and all feature events.
- H. All teams are required to properly place a Speedrome owned scoring transponder on their car for all laps turned on the track. Transponders can be picked up at the parts building near the pit area entrance. A license will be held until the undamaged transponder is returned. Failure to return the transponder in a timely manner after racing ends or it being damaged may result in a fine.
- I. Race lineups will be posted in a timely manner on the red board located on the back of the west pit area grandstand.
- J. Race lineups aim to promote balanced competition with its tradition of handicapping the majority of race starting lineups. The inversion method mainly used since 1995 are rankings with the best ranked drivers starting at the back.
- K. A ranking chart contains a driver's previous finishes in that class and type of event (feature or heat). These finishes are organized from best to worst. Drivers tied with equal finishes, will use their next best to break the tie and do so for as many finishes are needed. Drivers with no previous finishes have no ranking and will start behind ranked drivers. Late arriving, non-qualified, or drivers who miss their heat will also start behind ranked drivers.
- L. Points feature races will use the inverted rankings method as explained above. If multiple features are needed, they will be split with the top ranked drivers in the first feature, the next highest group in the next feature, and so on. The top 5 Junior Faskarts in the current points will be in the first feature.
- M. Outlaw Dash 4 Cash races will be the 4 highest drivers in the current point standings who have not previously won a dash in 2024 or participated in three previous 2024 dash events. Opening night is the 4 fastest qualifiers. Draw for lineup order and racecourse used.
- N. Heat races will use the inverted heat rankings when qualifying is not in play.
- O. Heat races with transfer spots on the line will have heat ranked drivers spread evenly across the races.
- P. Heat races without feature transfer spots on the line will have one heat lining up the higher ranked drivers and the next heat having the next highest and so on.
- Q. Last chance race (if needed) will be inverted by heat rankings. Transfer spots will be on the line. Those drivers who transfer from the last chance race will be added to the back of the feature lineup by their finish.
- R. Outlaw Figure 8 preliminary races differ.
- S. All transfer spots are earned by the driver and not the car. Switching cars will result in that driver starting on the tail.
- T. 2024 opening night will use 2023 point standings unless qualifying (with an invert draw) is held for that division. Heats start straight up but spread evenly. Features will have the

highest point driver draw for an invert from the 2023 final standings (except Junior Faskarts).

- U. Modifieds will use practice times as qualifying and draw for feature invert.
- V. Special event lineups may differ. All lineups are subject to change.

### **ON THE TRACK**

- A. Pulling onto the track for a race, each car must go across the start/finish line once to activate/confirm their scoring transponder is working properly. Cars must then pull directly into their correct starting spot on the lineup grid.
- B. Junior Faskarts will not go to the lineup grid after checking their transponders. They will proceed to the south end for track officials to put them in order.
- C. Drivers must wear a clearly labeled helmet that meets or exceeds the 2010 SA Snell or SFI 31.2 or SFI 24.1 (youth) standards. **HELMET MUST BE WORN AT ALL TIMES** while a race is going on. This includes while parked in the infield.
- D. Drivers must wear a long-sleeved fire-resistant racecar uniform and gloves. Factory FWD and Ford division drivers may wear long pants and a long-sleeved sweatshirt instead (a fire suit is recommended).
- E. All drivers must also make use of an approved neck collar or Hans-style safety device in competition.
- F. All Faskart drivers are required to use safety arm restraints.
- G. No participant may use a two-way radio or any other driver communication device unless assigned by the track. Raceceivers may be required in a division.
- H. No lights of any kind on Speedrome race cars.
- I. The four round corner markers mark both the oval and Figure 8. The car must go above or contact the four round corner markers to be scored for an officially completed lap. This includes coming out for qualifying and all starts/restarts.
- J. Qualification runs begin when the car pulls onto the track. If the car is then not able to complete a qualification lap or cuts the course on a lap, the car will be considered a non-qualifier. Cars that are disqualified for technical reasons in qualifying cannot go again. That car will be considered a non-qualifier. Cars that have not attempted a qualification run and are in line at the on-track gate when qualifications close will be allowed to attempt during regular events.
- K. On a start or re-start, racing begins when the green flag is waved. Line-up positions should be held until the green flag waves and the concurrent display of the green light. Starts/restarts will be double file unless a single file re-start is deemed appropriate by the chief steward. A restart zone may be used.
- L. Outlaw Figure 8 features have lapped cars going to the tail on red flag restarts after halfway. After the halfway mark, the lead lap cars will all be at the front of the running order of restart lineups. The remaining cars will be behind them in the order they crossed the line on the last fully completed lap. Red flag cars and cars coming from the pits will be added after that as in previous years. The Lucky Dog may be used during events.
- M. No track official can give physical assistance (except as outlined here) to any competitor during any race event. A competitor can be disqualified from any event in which he or she has received such assistance. A wrecker and/or track official may lift a car off another car, lift a car off the wall, or assist in the separation of two or more cars locked together. The wrecker or officials can assist in performing necessary work to clear the track and/or avoid additional damage to cars. If the assisted car is to continue in the race, it must leave the scene under its own power or be pushed by another racecar. A car pushed off or removed by a wrecker may return to a race proving its able to move under its own power and approved by the chief steward.
- N. No car may leave the pit area to first enter a race after the green flag has been initially shown.
- O. Cars may only pit and return to a race that is scheduled for 25 laps or more as well as timed race events.
- P. Green flag indicates the start or restart of racing. It may stay out with minor situations such as a spinout.
- Q. Yellow flag (all divisions except Junior Faskarts) advises drivers that a minor hazard is on the course and racing will continue. Racing will return directly to green flag conditions when the track is clear.
- R. Red flag indicates a severe hazard on the track that requires stopping the race. All cars must stop and maintain position until approved by officials. Cars moving around may be asked to leave the racing surface.
- S. Black flag notifies a competitor that they are to pull directly out of the race for safety or conduct reasons. Their scoring will cease. Intentionally ignoring the black flag can bring further penalties and suspensions.

- T. White flag means there is one lap left.
- U. Checkered flag finishes the race.
- V. No one will be allowed on the track for any celebration or ceremonies until all racing vehicles have stopped and had their engine shut off. Track personnel will decide when persons shall be released onto the track. Unauthorized running onto the track can result in fines/suspensions.
- W. All on track conduct such as fighting, hitting cars under the red, physically/verbally assaulting competitors/officials will not be tolerated. Expect to be removed from the property plus fines and/or suspensions.
- X. If a car is involved in an incident or is stopped anywhere on the track surface (including the infield) and is unable to move, the driver must shut off the car and lower the window net if uninjured. Drivers must remain in their cars. Only under conditions that threaten an immediate danger from fire may a driver get out of the car on track during racing conditions. Other than fire, drivers must then wait for directions from track personnel to loosen safety equipment and climb out. The driver will stay with the car until it is ready for removal from the track without approaching the active racing surface or another vehicle. A driver can be removed from participation for violating this.
- Y. The data gained from the transponders along with serial scoring will be used to make all race result official. Any laps deemed to shortcut the course, completed under the black flag, or car disqualified in tech can be deleted from scoring. Protests of scoring of feature events must be made within 10 minutes after the event is completed. Protests must be made in writing in the pit office. Only a driver or parent of a minor driver affected by the alleged scoring error can lodge protests. On-track penalties or judgments made by the officials cannot be protested.

### **AFTER COMING OFF THE TRACK**

- A. Feature post-race tech is required for the top 3 finishers and any selected cars in the Modifieds, Street Stocks, Factory FWD, Faskarts, Legends, Fords, and Mini Late Models. Not showing up or refusal of tech inspection can result in a disqualification.
- B. Outlaw Figure 8 post race inspection will include a minimum of checking tires.
- C. When a regular racing program is ended prematurely due to unforeseen issues, participants will be paid full prize money and the related points for every completed event. A

specific race will be considered complete if at least 50% of the scheduled laps are run.

- D. Any time a car is damaged, the car owner is expected to repair any components that might cause the car to be unsafe for the driver or other drivers. When a car has suffered serious structural damage, we may remove the car from competition even though the car is operational.
- E. Any competitor that receives a trophy and is disqualified for that event MUST return that trophy immediately or face fines and suspensions for both car & driver.

### **2024 POINTS SYSTEM**

#### **GENERAL INFORMATION**

- All points are awarded to the driver, NOT the car. Relief drivers receive no points.
- If drivers are tied for a position in the points standings, that tie will be broken by a driver's best 2024 previous feature finish in that series. If they are still tied, it's the next best feature, etc
- Drivers disqualified in tech will receive no points for that race.

#### **OUTLAW FIGURE 8**

- Heat Races – 1 point for each lap completed
- Features – 1 point for each lap completed. 1st place will receive 1 point for each car in the race. That will reduce by 1 point per spot until 10th place which will be the same for the field.

#### **ALL OTHER DIVISIONS (except Modifieds)**

- Single Car Qualifying
 

1st – 30	2nd – 29	3rd – 28
4th – 27	5th – 26	6th – 25
7th – 24	8th – 23	9th – 22

All Other Drivers that Attempted Qualifying Receive 21 Points
- Heat Races – 1 Point for Each Lap Completed
- Feature Races
 

1st – 100	2nd – 97	3rd – 94
4th – 92	5th – 90	6th – 88
7th – 86	8th – 84	9th – 82
10th – 80	11th – 78	12th – 76

Drivers Finishing 13th thru the Field and All Others that Attempted to Compete in the Feature will Receive 75 Points  
(Those eligible for the Feature and did not attempt to compete will receive 50 points)
- Last Chance Race
 

Those Finishers Outside the Transfer Positions will Receive Points in this Order 74, 73, 72, 71, 70, 69, 68, 67, 66, and 65 thru the Field  
(Those eligible for the LCR and did not attempt to compete will receive 50 points)