

# 2019 Little Linda's Speedway Rules Information

## Construction

All phases of design and construction are subject to the approval of the Race Director and the Technical Director may exclude any car, design or construction, which they deem unsafe or not meeting the specifications, the spirit and/or the intentions of the rules contained herein.

## Dimensions and Weight

- A. **Wheelbase** (Measured center to center of axle on EACH side)  
The QM wheelbase must be at least 42 inches and no more than 56 inches
- B. **Length** (Measured bumper to bumper)  
The overall QM length will be limited to 84"
- C. **Tread (Width)** (Measured from tire center to tire center)  
The QM tread must be at least 28" and no more than 36"
- D. **Height** (Including Roll Cage)  
The height will be a maximum of 50"
- E. **Car Weight**

Novice	250
Jr Honda	250
Jr Animal	250
Sr Honda	270
160	270
World Formula	270

Equipment and shoes will be included in total weight (car and driver combined). At the completion of a race, driver and car will still have to meet total weight. For combined weight drivers should be sitting or standing in cockpit. No weights will be carried loose in cars/or on the driver.

- F. **Tires** The front tire diameter must be no more than 11" diameter. The rear tire diameter must be no more than 12.5" diameter.
- G. **Ballast/Weights**

Any ballast, excluding belly pan itself, must be securely bolted within the confines of the cockpit.

  1. Weights must not be fastened to the inside or outside of any nerf bars, front or rear bumpers or shoulder bars or to the roll cage.
  2. ALL lead weights must be covered in a manner to keep from coming in contact with the driver (examples - plastic covering, tape, etc.).
  3. It is required that the weight be painted or wrapped with a white or fluorescent color. Last name must be written on each piece of weight.
  4. Ballast cannot be any higher than 5" above the bottom of lower frame rail.

## Car Construction

Rules found within the USAC Appendix under Car Construction will be enforced. This can be found under sections 704-724 USAC Technical Inspections Appendix 2019.

## Fire Prevention

- A. No smoking including electronic cigarettes, will be permitted in hot chute, staging area, flag stand, work areas, racing surface, scale and fuel areas, especially whenever fuels may be exposed to the atmosphere. Anyone found violating this rule will be subject to removal from the area.
- B. Extreme care should be taken in the handling of fuels. Where local regulations are posted, they become a part of the USAC rules. Any individual found violating these regulations will be subject to fine and may be removed from the pit area.
- C. While refueling the driver must be out of the car. The penalty will be a DQ for the event from that class.

## Safety Equipment

Any participant not complying in full, with all safety requirements, will not be permitted to compete. Safety officials have the right to safety any or all cars in any class at any time.

- A. **Helmets**- All participating drivers must wear a well fitted safety helmet designed specifically for auto racing (SA designation) that meet or exceeds the 2010 or better Snell Foundation or SFI 24.1, 2010 youth spec helmet specifications and are labeled as such. Helmets will be in good condition (no exterior cracks, evidence of impact or deteriorating interior lining). Helmets will be subject to inspection at each event by the Technical, Safety and/or medical representative.
  - 1. Visors/Face shields must be in the down position when on the racing surface.
  - 2. Clear, or amber, face shields must be worn after dark, or whenever track lights are turned on.
  - 3. No Mohawks, spikes or decorative elements extending from the helmet are permitted.
- B. **Uniforms**
  - 1. **Suit** - All drivers must wear a one or two-piece fire-resistant suit which fits snugly around the neck, wrists and ankles, exposed skin not allowed. These items must meet SFI Foundation specifications 3.2A1 or higher. Jeans are not permitted. SFI 3.2A/5 mandatory in Formula Mod
  - 2. **Gloves** – All drivers must wear Nomex or equivalent gloves that must completely cover the hands and fingers. SFI Foundation specifications 3.3 or higher.
  - 3. **Shoes** – Must completely cover the feet, flat bottom shoes only.

4. **Neck Collar** - Neck collar is mandatory, must be made of Nomex or equivalent is mandatory except as noted here, recommended rating of SFI Foundation 3.3.
5. **Head & Neck Restraints** - SFI approved 38.1 may be used without Neck Collar.
6. **Arm Restraints** - Arm restraints are mandatory and must be worn at all times during competition.

### **Fuel Testing**

1. Cars will return from track through inspection area to be checked for fuel additives immediately following qualifying and racing.
2. All fuel is subject to testing at any time. Any fuel that does not conform to the standards, or as administered at the track, will be considered illegal. The use of illegal fuel will result in disqualification

Technical Inspections are at the ruling of race track officials. A car may be put in the inspection process at any time. Refusal may result in disqualification from the event. Official decisions are final.

### **Race Procedure**

Pill Draw will line up heat races. Invert Pill will line up feature races.

Practice sessions will be run before heat race unless noted otherwise.

Heat Races will run 8 laps : Feature Races will run 20 laps

Cars are not to be driven anywhere except the racing surface.

Once a car qualifies or pushes off from the staging area for qualifying, you must run the same car (chassis) for the entire event.

Line Up:

Paper numbers are not used. Please know your starting spot when the race is ready to begin.

Failure to line up correctly may result in a penalty in starting spot.

Please keep a reasonable speed under the yellow flag to line up cars.

**RED FLAG:** Failure to stop under the red flag will result in disqualification from the event. There are no excuses for this. If a red flag is displayed to realign the field please stop as if it were normal red flag circumstances.

Starts:

All races will start when the field comes off turn four. Restarts will also start off turn four, with a cone placed on the front stretch for single file restarts. Drivers must pass between the cone and the wall.

Any driver who improves their position during a start or restart by passing other cars before coming out of turn 4 on the track shall be guilty of a violation, the yellow will then be displayed. The penalty will be a loss of starting spot.

On the initial double file start of the race, it is possible to have an incident where the cause cannot be determined and several cars may be involved.

Racing:

If a driver spins to avoid hitting other cars may receive their spot back. If contact is made with any object that car will be considered involved in the accident.

In incidents involving Deliberate Rough Driving the guilty driver will be disqualified. Any other cars will rejoin the race at the tail of the running cars in the order they were running before the yellow flag. If this type of incident occurs on the final lap of the race, after the checkered is displayed, if the innocent car is stopped, it will be scored as they were running.

In incidents involving defensive driving: (When a driver changes his driving pattern more than one time to block a fellow competitor from passing them.) The Race Director may call for a two spot penalty at the end of the race or a yellow flag if the defensive driving is altering the outcome of the race.

A car that slows while the field is already under the yellow flag may be given their running spot back.

All caution laps and emergency stop restarts will revert to the last complete/recorded lap for restart position. The re-lineup position will be verified by the scorers.

If nerf bars, or bumpers are no longer originally fastened to the chassis or bumpers and nerf bar are broken or cracked the car must go to the pits to correct the condition. This applies for body panel and other parts as well if the speedway officials feel necessary.

No change or adjustments to car or engine settings may be made to any race car by any method, while it is on the racing surface except for turning on the fuel.

Cars leaving the track must do so with caution. Driving through the pits, staging area or scale/scale area at a high rate of speed without stopping is dangerous and is prohibited.

Hitting stopped cars located at the exit of the speedway after the race or hitting the exit gate may result in disqualification from the nights racing.

Handlers may only enter the track or infield during yellow flag or during red flag conditions. Handler will never enter track during green flag conditions. Cars that are being pushed to start will only pass the flag stand once; after second pass of flag stand, car must go to the designated work area.

Unsportsmanlike conduct from a handler at anytime during an event may result in removal from the event for that person.

Rain - In the event of rain, any race that is at least 50% complete, will constitute a completed race, if the event is rained out.

#### Weekly Sign In

Sign cars in at the flag stand where you will draw a pill for starting spots in the heat races. Sign in will close at 5:50 unless noted otherwise. You may call ahead to have a number pulled for you and pay on arrival to the speedway.

Driver and crew members must sign insurance paper work each week.

Registration will be \$20 for the first car and \$10 for a second car. A crew charge will be assessed at \$15 a trailer.

#### Points

#### Feature race points only

Points will be awarded by class total car count times 3 / Reduced 1 point for each spot

Ex: 3 cars x 3 gives 9 points or feature winner. 2nd -8; 3rd- 7

No garbage should be left at your spot. There are can around the speedway to place your garbage. A surcharge will be added to racing cost if necessary, for post-race clean up.

There is to be no sitting on the walls at any time during the racing. For safety reason please stays at least three feet back from all walls around the speedway while racing is taking place.

Please keep reduced speeds while entering and leaving the speedway.

All of these rules are subject to the digression of the speedway officials. There will always be situations where the rules will need to be interpreted and that will lead to confusion or disagreements. These are the times when discussion goes a lot further than social media posts or illogical actions. We are here to teach young racers to improve their skill. We understand that you invest time and money into putting your driver on the track each week, but again remember that they are drivers learning and improving. Try to have fun.