

GENERAL RACING RULES AND TRACK PROCEDURES

1. Admission into the racing area signifies acceptance of and compliance with all US 24 Speedway rules and specifications.
2. The promoter reserves the right to refuse entry into the pit area for any reason.
3. All persons admitted to the pit area of an event under the age of 18 must have a US 24 Speedway Parental Consent/Minor's Release signed by their parent or legal guardian.
4. Driver's sign in shall close 45 minutes prior to the advertised time of the first event. Cars and/or drivers arriving late will be put on the back of their heat race and must notify pit board person.
5. **Only tow cars with cars attached, push cars, ambulance and officials' cars will be permitted through the pit gate. NO PERSONAL VEHICLES ALLOWED TO PARK WITH TRAILERS.** Everyone admitted into pit area must stop at pit gate and sign a release before entering pit area. All tools and equipment must accompany race car and/or tow car. ATVs are permitted in the pit area. **No one under 16 years of age will be allowed to ride an ATV on the premises. One person only at a time on an ATV. Any violation pertaining to an ATV will result in banning of that ATV immediately.**
6. No person will be allowed in the infield without proper approval.
7. **The car/driver combination entered for the race program cannot change once they have pulled in the track to start the heat race.** Once a car enters onto the track your car cannot be worked on. If your car leaves the track it will not allowed to re-enter for that race.
8. A Jr. Sprint driver will only be allowed to compete in the Jr. Sprint class. Once a Jr. Sprint driver moves up a class 4 times, that driver will no longer be allowed to run the JR. Sprint class.
9. Race line-ups will be posted on the pit board. Cars must be in staging area prior to entry of the specific race **or starting position will be forfeited.** Cars may not scratch from the original line-up of any race to start in another race. If a car scratches from line-up, cars will move straight up **NO** crisscross. This includes a restart of 1st lap. If a driver is not on the track and in line when the race is ready to start, that driver will have 3 laps to make it on the track. If the driver does make it on the track that driver will start at the tail of said race and only receive finishing points for that race.
10. If anything falls off your car during a race and a yellow is thrown because of it, you will be sent to the tail of that race.
11. Shifting starts are allowed. If you attempt a shifting start and miss a gear and cause a restart you will be sent to the tail for the restart.

12. Anyone causing a yellow flag to come out or stopping on the track will restart at the tail of said race. Anyone stopping for any reason after the initial green flag is thrown will be sent to the tail.
13. If a race is stopped after the first lap is completed the cars will be started single file in the same position as they crossed the start finish line during the last full green lap. Cars causing the restart will go to the back of that race.
14. The leader plus one crossing the start finish line will complete a lap. Anytime the leader takes the checkered flag the race will be deemed completed.
15. After a red flag, any car needing a push to start will retain it's spot. Any car stopping after a red flag, before the green is thrown, will also retain it's spot.
16. When a yellow flag comes out, the lead car will immediately slow to parade speed. Noncompliance can cause the black flag to be given to the lead car for disqualification from that event. Passing another car under yellow flag conditions will cause disqualification.
17. During a yellow flag, cars cannot be worked on. If you get out of your car you cannot continue to race in that event. If you leave the racetrack at any time you may not re-enter that race. A closed red means the cars cannot be worked on by anybody including the driver.
18. If a car spins out by itself once during a race causing the yellow flag, the driver can continue to race, but must start at the back of the pack. If a car spins out more than once by itself, the driver is finished for that race. However, if the driver is touched by another car, the driver can continue. In spins involving two or more cars in the same incident, all cars get to restart but must line up in the back of the pack.
19. If your car develops problems, causing it to slow down, do not move to the outside of the track. Move to the inside of the track towards the infield. If you exit the under green you will be disqualified for that race. Do not exit the track to pull into the pit area during a race! Any car that is in the infield and deliberately pulls out on the track and stops to bring out a caution will go to the pits.
20. All cars that require assistance due to a mishap that caused the yellow or red flag must go to the back of the pack on the restart if they are able to race. On realignments after yellow or red flag, if a car pulls out of line for any reason, he/she goes to the back of the pack. Drivers disqualified during the heat race will start scratch in their next feature.
21. Cars that have left the racing surface and entered in the infield may re-enter the track on the straight-away. Re-entering in the corners will result in the car being docked 2 positions at the next caution or at the end of the race, whichever comes first. Cars must be on the racing surface when crossing the start/finish line to be scored for that lap! This call is made by the scorers and will not be questioned!

22. Any person sustaining injury while on the track facilities must report the injury to a track official no later than 15 minutes after the end of the racing program. Any person entering a hospital with such an injury must advise US 24 Speedway Inc. of their intent before entering the hospital.
23. Drivers who drink alcoholic beverages while participating in a racing program will be suspended for that calendar year from the date of the offense.
24. If you stop to argue with a track official on the track, you will be disqualified!
25. You may stop during a yellow for safety reasons only! You will retain your position. Safety means seat belt, helmet, etc. or something on the track. If your car requires any help or work, you will be sent to the tail. You cannot stop and have your car checked for any reason or you will go to the tail.
26. Race director will notify at drivers meeting or over receiver what cars will weight after each race. If you're light at the scales you will have 2 attempts to reweigh. When reweighing a US 24 Speedway official will push you backwards off the scales, zero our scales and then push you back on scales. Failure to weigh, or being light will result in a disqualification for that event.
27. Any retaliation under yellow or after the race will result in disqualification! NO EXECPTIONS!
28. Drivers are responsible for their pit crews. Any fighting will result in disqualification for the night, and the driver will lose ALL points for the season, driver will also be suspended for a minimum of 1 month.
29. **For safety reasons Doughnuts in the infield or on the racing surface to celebrate after a race will result in DISQUALIFICATION! NO EXCEPTIONS!!**
30. Raceceivers are mandatory. We will attempt to put driver in line two times if driver fails to go to their directed spot he/she will be blacked flag for that race.

RULES THAT APPLY TO ALL CLASSES

Communication: RACEceivers ARE MANDATORY for all racers. Unless otherwise noted, we will use the frequency 454.000 at all events. NO electronic communication of any type is allowed from the pit area to the driver once the race car is on the racetrack. This includes cell phone, radios, and receivers of any type. This rule is intended to make it fair for everyone. If caught breaking this rule, you will be disqualified. DRIVERS WILL BE GIVEN 2 WARNINGS OVER RADIO, THIRD WARNING WILL RESULT IN DISQUALIFICATION.

Electronic Adjustments: No electronic adjustments of any type allowed from the pit area once the race car is on the racetrack.

Bumpers and Nerfs.

Cars must have a bumper extending beyond the front and rear tires. Nothing may extend beyond a tangent line from the outside edge of the tires to the bumpers. Nothing may extend the outside edge of the tires or wheels whichever is the widest. No sharp corners or design as to hook or damage. All cars must be equipped with nerfing bars.

1. **Right Side Nerf bar must not extend past the outside of the RR tires, but the Left Side Nerf bar can extend up to 1" past the LR tire. All front bumpers cannot exceed 7" from the front of the frame to the front of the bumper.**
2. All bumpers and nerf bars must be securely mounted (no zip ties, pop rivets, etc.)

Safety

1. Seat belts must be securely attached to the car and used at all times. Three inch (3") seat & shoulder harness recommended for all classes. Metal to metal latches only. 5-point seat belts, shoulder harness and sub strap are required. Belt dates must not be over 3 years old. **All seat belts must have an updated SF1 patch**
2. **Arm restraints are mandatory and must be adequately adjusted to keep the driver's hands below the top of the roll cage.**
3. Helmets must be full head coverage competition type and one of the 3 latest SNELL approvals.
4. All drivers must wear an SF1 rated suit
5. Neck braces with a SF1 3.2-1 rating or higher are mandatory
6. SF1 gloves are mandatory for safety.

Battery. All wet cell batteries mounted in the cockpit must be covered and vented outside the cockpit area.

Bodies. The intent of the rule is to eliminate any add-on panels of any type which could be considered an airfoil or sideboard. The triangulated area behind the cage may be enclosed. Side panels not to exceed triangulated area. Panels to be flat with no more than a 1" flap not to exceed 45 degrees. The final decision of these panels will be made by the US 24 official.

Brakes. Brakes will be of sufficient strength so as to slide the wheels while the car is in motion at any given time.

Numbers. All cars must have legible numbers painted in contrasting colors on both sides of the car and the nose. Minimum height of numbers is 8" on the nose and nose wing, 10" on the side of the tail and 12" on the wing. Numbers must be separated from advertising, so they will be readable. Gold, silver leaf or prismatic numbers will be allowed as long as the scorers can read the numbers. This will be the scorer's discretion. You must have a 12" number on the top of the wing facing the front of the car. If the scorers cannot read your number, you will be required to change them. Numbers are assigned in order of registration. Numbers are assigned to drivers not cars.

Weights. Material used for weight **MUST** be firmly attached to the main frame. Only lead and/or steel plate will be allowed. All add on weight **MUST** be either painted white or completely covered with white tape & have your car # on it. The only exclusion to this is if you have lead sheets in the driver's seat. If you have ANY bolt on weight, you must notify a track official before going on to the track for inspection.

Chain Guards. Chain guards will be installed on all cars where chains are exposed to the driver or other participants. The chain guard will run on top of the chain from jackshaft to the center of the rear axle with a minimum size of .060 aluminum. Track has the final say on chain guards concerning all classes.

Driver's compartment. No car will be allowed to compete that requires dismantling portions thereof to enter or leave the cockpit with exception of the steering wheel hub. No cockpit adjustments of any type. **This excludes the outlaw & senior classes.**

Engines. (This applies to Rest. A-Class Wing, A-Class NW) For Carbs or fuel injected engines you may use either wiring harness (this means carbureted or fuel injection wiring harness is acceptable) as long as example. Yamaha with Yamaha, or Honda with Honda. No current year production engines are allowed.

Fire Walls. There must be a firewall between the driver and engine compartment. Must be steel, aluminum, or fiberglass. Minimum specifications are: Steel to be 24 gauge and aluminum to be .0625 thickness.

Floor or belly pans. Cars must have an under pan extended from the front of the seat to a place forward of the driver's feet.

Ignition System. On/off switch must be mounted in the area of the steering wheel.

Mirrors. No mirrors allowed.

Mufflers. Any type, as long as it gets the cars to 95 decibels or less

Nose Wing. The leading edge of the sideboard cannot exceed the front bumper.

Radiators. Type optional.

Radius Rods. It is recommended that all rear rods be safety chained, cabled, or designed in such a way that should they break at the front mount, they will not dig into the track and flip the car. This also applies to single point front suspension engine mounts.

Seats. High back, meaning covering of shoulders and helmet mandatory. A full containment seat is not mandatory but highly suggested. Effective 2024 roll cage must be a minimum of 3" above driver's helmet. If under 3" a 3 or 4 point halo must be bolted, clamped or welded in to provide proper head clearance.

Steering. Front wheels must be connected by a solid or tubular tie rod. No other restrictions shall be enforced provided that the steering is considered safe & operable.

Throttle. Must be foot operated or approved by promoter.

Wheels. Type optional in all classes. Wheel safety pins on left and right rear are highly suggested in all classes.

NO ELECTRONIC TRACTION CONTROL DEVICES.

All cars must be equipped with either a tail tank & bladder OR with a safety cell

No Nitro Additives to oil in motor at all and No Nitro Products used to treat air filter at all.

Mechanical Injections with Mechanical Fuel Pumps with stock OEM throttle bodies will be allowed in the following classes: Example : Engler & Guhl

- Restrictor with King Plate
- A Class Wing
- A Class Non-Wing

Refer to your specific class for Engine Control Units that will be allowed in the following classes:

- Restrictor
- A-Class Wing
- A-Class Non-Wing

Fuel Pump Auto Shut Off. All 600's will be equipped with a fuel pump auto shut off without the turn of a switch. If the motor stops, the fuel pump must automatically shut off as well (this is so that if your carburetor's/injection gets knocked off or the fuel line comes off, the fuel pump will shut off automatically)

Water Pump. All 600 classes can run an electronic water pump

Left side engine mounting only! No right side, rear, or center.

Stock is defined as factory delivered specifications. All gaskets are to be in place and be of OEM.

DISQUALIFICATIONS AND SUSPENSIONS

1. Any driver being disqualified will be told immediately after the race in which he/she is disqualified.
2. All disqualifications, suspensions or fines for violation of the rules will be levied before the race officials leave the race site or by the following Wednesday.
3. A car starting in an event without its body parts, engine cover, or chain guard in place will cause the car and driver to be disqualified. Any damage to a car during an event will not cause disqualification but must be fixed prior to the next race night, unless deemed unsafe to continue.
4. If a car fails the decibel test, it will be disqualified.
5. Cars running the infield at a high rate of speed to get back on the track will be disqualified.
6. Rough driving calls will be made by the race director only. First offense will automatically go to the back. Second offense will result in being black flagged. Any car purposely striking another car during a yellow or red flag or after a race will be disqualified and a second offense will be suspension. If under a caution a car forces another car to come to a stop because of retaliation they will be disqualified and receive 2 week suspension. A second offense will receive a one-year suspension.
7. The decision of the race officials is final. If you come to the tower to argue with officials or scorers during the races your car will be disqualified for the event. After the program is completed you are welcome to come to the tower and ask questions or discuss the issue. No violent confrontations will be allowed.
8. Promoter has final say in all matters pertaining to racing and racing facilities.
9. Striking an official will result in a **BAN FROM US 24** for the person striking the official.
10. You are responsible for your pit crew. Any infraction by a crew member will result in suspension of that driver and crew member.

US 24 Speedway has zero tolerance for **Intentional physical violence**.

Any driver, crew member, team affiliate, or spectator who engages in a **physical altercation that results in or attempts to cause bodily harm** will be banned from US 24 Speedway for a minimum of 1 year.

We're here to race- not fight. Keep it professional. Violations will be enforced to protect the safety and integrity of our racing community.

- a. Any person entering the track to argue for their car or driver that driver loses all points & money for the night. Any person going to the racetrack to work on or assist any car

WITHOUT the approval of the US 24 Staff, your driver will be disqualified for the race. If the car driven by a point winner is found to be illegal, all cars will be moved up one place in the illegal car's event.

FLAGS

GREEN – Starting, The race is on

YELLOW – Caution: No passing, slow down to parade speed immediately, hold your position, and close up single file with one car length between you and the car in front of you.

RED – Stop at once.

BLACK – Go immediately to the infield. Disqualifies driver and car for that race.

WHITE – One lap to go.

CHECKERED – Race is over (finished)

POINT SYSTEM

MAIN EVENT

| | | | |
|------------|-----------|------------|-----------|
| 1. | 30 | 11. | 19 |
| 2. | 28 | 12. | 18 |
| 3. | 27 | 13. | 17 |
| 4. | 26 | 14. | 16 |
| 5. | 25 | 15. | 15 |
| 6. | 24 | 16. | 14 |
| 7. | 23 | 17. | 13 |
| 8. | 22 | 18. | 12 |
| 9. | 21 | 19. | 11 |
| 10. | 20 | 20. | 10 |

WEEKLY FORMAT:

All drivers will draw for heats. Top 12 in passing points after heat are complete will advance to the A Main. The balance of the field will be placed into the B Mains. The number of B-Mains will determine how many cars transfer to A-Main (1 B 8 transfer, 2 B's top 4 from each will transfer)

RESERVED PARKING SPOTS:

Parking spots that you have rented for the season are a USAGE reserved spot. **If you are not in your spot 1 ½ hr. before the scheduled start of the event without notice that you are running late or will not be there, your spot will be utilized for other racers.** If you miss 3 events in a row without notifying the track, your reserved spot can be reassigned **NO REFUND**. You cannot take it on yourself to loan or sub-lease your reserved spot without notification to the track officials prior to the event. Please make sure you contact the track @ (219)863-6618 or (574) 870-5410 if you are running late or will not be able to make it to prevent losing your spot.

You must run at least 60% of the yearly races to retain your spot for the following race season.

Weekly reserved spots will not be used for the big races ex.Outlaw Nationals #BIGDANCE.

