



2022 King of Sport Mods Rules and Procedures

(updated 9/20/22)

Off Track Procedures

1. By registering and entering the facility, the driver and all team members agree to abide by the rules here and any rules posted at the event.
2. Parking
 - a. With the car count expected to be above our normal pit capacity, we will be using our entire backstretch for pit parking. We will be parking haulers by division and by hauler size. On Thursday, we will begin parking haulers in the main pit area. As that fills, we will start filling the overflow pit area outside turn 2.
 - b. Due to the expected car count, we cannot guarantee that teams that do not arrive together will be able to park together. **We also cannot guarantee that you will be able to save parking spots. If you need to park with another team, you need to arrive together.**
3. Registration
 - a. Registration will be open all three days. At registration, drivers will need to register with MyRacePass, fill out a W9 tax form, and will need to pay the event entry fee. Drivers will not be able to draw or go on the track without completing all of the steps.
 - b. Drivers can draw for the weekend any day of the event.
 - c. Drivers under 18 will have to have a parent or guardian present at registration.
 - d. Payoff is by check and will be at the registration booth at the end of the night. Checks will be made out to the person listed on the W-9 form as claiming the winnings. This will also be the person who receives any applicable 1099.
4. Transponders
 - a. We use a Westhold timing system. These are the yellow transponders used at many tracks. Other transponders will not work with our system.
 - b. Transponders are required every time a car goes on the track. Any car going on the track without one will not be timed or scored.
 - c. We have transponders available for rent if you do not have your own. Transponder rentals are \$10 if you have your own pouch. If you do not have a pouch, rental is \$25 and includes a pouch that you get to keep. Pouches are mandatory for transponders. You will need to leave an ID or credit card at registration if you rent a transponder.
 - d. Transponders are to be placed at:
 - i. Sport Mod: At midplate on right side of car. Ensure that nothing is under transponder.
 - ii. Compact: Rear axle area of the car and to the right hand side of the car.
 - iii. Placing the transponder in any other location, or having more than one transponder on a car is grounds for disqualification.
 - e. It is the responsibility of the driver/car owner to properly attach the transponder to the car and ensure it is returned in the condition it was rented. Drivers will not be paid if they do not return their transponder. Losing a rented transponder or returning a damaged transponder will result in a \$200 replacement fee.

General Rules and Procedures

1. You must Hot Lap with your heat or qualifying group. If you miss your group, you do not Hot Lap. (This does not apply to Thursday's open practice.)
2. It is your responsibility to be in lineup chute before your race enters the track. This will apply to all hot laps, qualifying, and heat races. It is recommended that you get to the lineup area at least two sessions/races prior to your race. Arriving late or getting blocked in the pits because you are late is not the fault of the speedway. You will not be allowed to join another group or tag the tail of a later race.
3. Initial starts are double file. There are two cones exiting turn 4. The pole sitter can fire anywhere between the two cones. It is the outside pole sitter's responsibility to stay with the pole sitter. Firing before the pole sitter or being ahead of the pole sitter when firing counts as a jump. If the pole sitter fires before the first cone that also counts as a jump. Pulling ahead of the field when we are trying to form up to go green can also be considered a jump. Two jumps and you will be moved back a row.
4. Restarts are single file. Leader can fire anywhere in turn 4.
5. Passing before the first cone exiting turn 4 on a restart will result in a 2 position penalty per car passed at the next caution or finishing order.
6. At the completion of any race, cars need to decelerate off 2 and exit the track to the infield on the backstretch. Cars going to the scales cross across the middle of the infield.
7. **NEVER TURN RIGHT OFF THE BACK STRETCH TO GO TO THE OUTER PIT AREA.** Always go into the infield first to exit the track.
8. The scales are located inside turn 1. After each race, Top 5 cars scale.

9. If you go to the infield for any reason, you cannot return to the track while under green. You must wait until the next caution. If you go to the outer pit area during a race, you cannot return to the track until your next event.
10. If you stop on the track, you go to the tail. This includes spinning out to avoid a wreck or spinning after the caution is already out. We consider stopping to be anywhere you lose forward momentum. Keeping your tires spinning while your car is facing backwards on the track is considered losing forward momentum.
11. We do not do judgement calls except with blatant rough driving situations. If you are called for rough driving, you are done for that event. Another car causing you to spin is not automatically considered rough driving. Officials need to think there was intent to wreck to call rough driving.
12. In the event of a red flag situation where a large portion of the track is blocked, we reserve the right to revert to the previous lap for all cars, including those directly involved in the incident.
13. If you go to the infield under Red flag, you will have to go to the tail if you return to the track.
14. We do not pull sheet metal, nor do we give courtesy laps for flats. Our responsibility is to keep the program moving for the fans, so we will not hold the show up for those things.
15. Raceceivers(channel 454.000) and Transponders are mandatory every time you go on the track.
16. We score using a transponder loop that is located at the flag stand. A lap is completed once the leader crosses the line. In the event of a caution, we will line up those who had crossed the line before the caution, then revert to the previous lap(or initial lineup) for all cars who did not cross before the caution. The caution point is when the computer is switched to caution. There may be some lag between this and when the caution flag or caution light are triggered.
17. Drivers spinning by themselves or being the cause of two cautions will be black flagged for the event. If the amount of cautions becomes excessive, officials reserve the right to reduce this to a one spin rule.
18. We will have a 1 minute per lap time limit per race for all races but the feature. After the time limit, we make 1 attempt at a green white checkered finish.

Rules

The rules and/or regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events. These rules shall govern the condition of all events, and by participating in these events, all participants are deemed to have complied with these rules. No express or implied warranty of safety shall result from publications of or compliance with these rules and/or regulations. They are intended as a guide for the conduct of the sport and are in no way a guarantee against injury or death to a participant, spectator or official.

The race director and tech director shall be empowered to permit minor deviation from any of the specifications herein or impose any further restrictions that in his opinion do not alter the minimum acceptable requirements. No expressed or implied warranty of safety shall result from such alteration of specifications. Any interpretation or deviation of these rules is left to the discretion of the officials. Their decision is final.

1. WEIGHT:

- a. GM 602 FACTORY SEALED CRATE MOTOR (NOTE: Resealed(with exceptions below), unsealed, engines with missing factory seals, and engines with GM dome seals are considered open motors.)
 - i. 2350 lbs after race w/driver
 - ii. GM 602 fully resealed with current Crate USA, Dirtcar, IMCA, Mid-East or RUSH seals: 2400 lbs after race w/driver
- b. OPEN MOTOR
 - i. 362ci or Less 2450 lbs after race w/driver
 - ii. 363ci or More(Max 390ci) 2500 lbs after race w/driver
- c. 4-Bar Cars must add 50 lbs

2. ENGINES:

- a. Cast Iron Block & Heads ONLY! No Aluminum Blocks or Heads Allowed!
- b. NO Roller Camshafts or Rev-Kits will be Allowed!
- c. NO Dry Sump Oil Systems
- d. NO Altering are Machining on the outside of Engine Block, Heads or Intake
- e. NO Tri-Y or Square Tube Headers!
- f. GM 602 engines must match GM factory specifications as laid out in Crate Engine Technical Manual
- g. Open motors(363-390 Ci): 175 lbs. max compression(Hot). No Tolerance.
- h. Control Box or chip with RPM limit required.
 - i. GM 602 CRATE MOTOR(Factory Sealed or resealed with current Crate USA, Dirtcar, IMCA, Mid-East, or RUSH seals – 6500 RPM
 - ii. OPEN MOTOR – 6800 RPM
- i. All engines are subject to inspection including teardown of engine. Refusal of inspection including teardown is grounds for disqualification.

3. CARBURETORS:

- a. Gauge Legal Holley 4412 500 cfm 2-Barrel
- b. Factory Sealed Crate Motor allowed Gauge Legal Holley 4150 650 cfm 4-Barrel
- c. No aerosols or superbowls will be allowed!
- d. All parts must remain stock, no grinding or polishing of any kind!
- e. Choke Horn may be removed
- f. Aftermarket Metering Block will be Allowed
- g. Willy's Rollover Plate will be Allowed!
- h. Max 1" Straight open hole spacer allowed. (NO Super sucker type spacer.)

4. FUEL:

- a. Pump gas, E-85, Alcohol or Race Gas allowed.
- b. NO Nitrous or Fuel Additives of any kind Allowed!

5. FUEL CELL:

- a. Contained fuel cells only, fuel cells to be securely mounted in rear, using minimum (2) 2"x 1/8" flat steel straps or minimum 1" square tube & 3/8" bolts .
- b. No pickup tubes or fittings of any kind allowed on the side of the fuel cell!

6. TIRES & WHEELS:

- a. Hoosier E-Mod 26.5 or 27.5....M-30, M-60, H500, or Hoosier IMCA G60-15 ONLY!
- b. Grooving & Siping will be Allowed!
- c. NO Altering Allowed Softening or Chemical! We reserve the right to take samples of tires for lab testing. Any payoff will be held until test results are received.
- d. Any Steel Wheel 8" MAXIMUM, Beadlocks will be Allowed on the Right Side ONLY!

7. REARENDS & DRIVESHAFT:

- a. Quickchange Rearends will be allowed,
- b. Driveshafts must be steel or carbon fiber. No aluminum.

8. SHOCKS/BUMP STOPS/BUMP SPRINGS:

- a. Any steel shock will be allowed
- b. No external adjustable, bulb-type or schrader valve shocks will be allowed
- c. No bump stops, bump springs or spring rubbers of any kind allowed
- d. \$100 claim on any shock at completion of Saturday's feature

9. BODIES & CHASSIS:

- a. UMP A-Mod Body and car construction/suspension rules with the exception of items listed elsewhere in these rules.

10. SEATS:

- a. Approved aluminum racing seat mandatory. Seat must be secured to cage assembly using four (4) grade eight bolts with lock nuts, no less than three eighths (3/8) inch diameter.

11. SEAT BELTS:

- a. Five point, three inch, approved safety harness mandatory. Manufacturers date tag must show within 3 years of manufacture. If date tag is not present, belts must be replaced. Belts must be secured to cage assembly. For tab mount belts, one half (1/2) inch diameter, grade eight bolts and lock nuts must be used.

12. SUITS & HELMETS:

- a. Approved NOMEX drivers suit mandatory.
- b. Racing Shoes are mandatory.
- c. Full face SNELL approved (SA-2010) or newer helmets mandatory.
- d. Motorcycle helmets will not be allowed.
- e. Racing gloves will be mandatory!

13. MISC

- a. Officials have the right to disqualify any car/driver that they do not feel meet a minimum safety standard even if they meet the wording of the rules.
- b. Grey area determinations will be at the discretion of track officials. Rules may be modified to eliminate grey areas at any time. Assume that if the rules do not specifically say something is allowed, that it is illegal.
- c. The spirit of these rules is to allow a wide range of cars to compete on as close to an even level as possible. Due to this, it may necessary to make changes to balance these rules before, or possibly during, the event.