

Speedway Motors WISSOTA MPH Invitational Procedures

These procedures will be followed by all participants as well as officials.

- 1. All drivers are responsible for registering their car and drawing for a position at the sign-in table. Drivers may only register one car per night per class. Heat races will be lined up by pill draw.**
- 2. Anyone under 18 must have a release form signed by their parents.**
- 3. All decisions of WISSOTA/TRACK officials are final!**
- 4. No alcoholic beverages allowed in the pits until the entire evening's program for all divisions is complete. If a driver or pit crew member is caught drinking, they will lose all money, points and positions accumulated. If you go to the grandstand and consume alcohol, you will not be allowed back in the pits. Drivers are not allowed to smoke while in their cars or on the race surface. No drugs allowed at any time before, during or after the event. WISSOTA officials reserve the right to request a random drug/alcohol test.**
- 5. Drivers must wear a helmet, safety belts, racing suit, gloves, shoes and all other required safety gear when in a race car (including warm-ups and hot laps). It is highly recommended that participants wear a HANS or similar device whenever in the race car. .**
- 6. Line up your car in the staging area prior to your respective race. Know when you are racing and be ready. Multiple races will be lined up together to enable a fast moving show. Be respectful of line-up officials and be sure to not block any gates or roads. Remain near your car in the event we need it moved.**
- 7. If you enter the pit area, you must remain in the pits for the remainder of the race. All work must be done in the designated work area only.**

8. WISSOTA 100 new passing points chart will be used. All cars will accumulate passing and finishing points in their heat races. Formula is plus 5 points for each position gained. Minus 1.5 points for each position lost plus the points for that position. Start in 5th place and finish in 1st place 120 points, start in 1st place drop to 5th place 66 points. The top 16 drivers in total passing points will transfer to that night's qualifying feature. Ties will be broken by the lowest pill number drawn that day. Drivers finishing positions 7-14 in passing points will line up straight up for the qualifying feature.

8A. Mod Fours will use WISSOTA 2.25 with Qualifying passing points chart.

9. Drivers will draw a pill number on the heat race. A new #1 pill will be randomly drawn at the pit meeting to set the heat race lineups. No number will be drawn after the set cut-off time. Any driver failing to draw before cut-off time will be placed at the rear of a heat race and only receive finishing points (no passing points).

9A. Mod Fours will not use the redraw number, as their qualifying sessions will be lined up according to their original pill number.

10. When the blue/orange flag is used, hold your line. It is the leader's responsibility to safely go around cars being put a lap down. If the slower car is holding their line and the leader initiates contact with a slower car and a caution is the result of the contact, the leader will be charged with that caution.

11. In a multi car incident which causes a yellow flag, the car causing the incident will be put to the back. If you cause a stoppage twice in the same race you will be sent to the pits. (Includes the 1st lap). Any driver who intentionally stops a race will be put to the rear of the field.

12. On a restart, all lapped cars will be put to the back of the pack. Line up will be determined by the position on the previous completed lap.

a. Starting Procedures and Jump Start Penalties: You must stay in line until the green flag is shown on all starts. All starts will use a start zone in turn 4. When the leader gets to the start zone, the green

flag will be shown, and drivers may race. On original starts, if a driver jumps the start, the caution will be shown, and that driver will be penalized 2 positions per cars jumped and the race will be restarted. On Delaware double file restarts, the leader will fire first at any point within the start zone. If the leader does not fire before the end of the start zone, the race will be started by the flagman at the end of the zone. Once the leader fires, all other competitors may go. If you jump a restart, for every position jumped, you will lose 2 positions per car you jumped.

- b. **Change in the Delaware double file restarts for the WISSTOA 100.** On all restarts, the leader will still have the front row to themselves, and the second-place driver will be able to choose inside or outside like normal. From there, everyone will simply line up opposite the driver in front of them. This means, if second chooses in, then all even numbered running positions go in. If second chooses out, then all even numbered running positions go out. The basic thing to remember is – the 4th place driver does not automatically go to the inside for this event – they simply go opposite where the third-place driver goes, and everyone follows suit behind.

14. Work Area procedures: You may work on your car in the designated work area in Sunday feature races only. If you have a flat tire or other work that needs to be done to your car, proceed to the work area, complete the work and you may return to the race at the tail of the field. You may only return to the race if the race has not yet been re-started and if you are not more than one lap down. No entering track after the green flag is displayed.

15. No driver is allowed to get out of their race car on the racing surface for any reason unless track or safety personnel instruct you to. If a driver gets out of their race car for any reason other than being instructed to, they will be disqualified, fined \$500 and suspended from all WISSOTA competition for 14 days from the date of the incident.

16. If a driver should miss his or her heat race, they will start in the back of the feature that night.

17. In all heat races, the top 5 finishers must go directly to the scale and tech area. Drivers will have 2 attempts to scale legally. You must make weight on the second attempt or be disqualified. If a crew member is found to be stepping on the scale or pressing on any portion of the car to try to help you make weight, you will be disqualified. You may weigh the car before races.

18. Anyone speeding or being unsafe with any motorized vehicle will be removed from the pit area. All ATV's must be registered with WISSOTA and have appropriate identification. No one under the age of 16 is allowed to drive ATV's.

19. Once a car is registered for the event, that car may not be raced by another driver.

20. Whatever car a driver qualifies for the feature must be raced in the feature.

21. It is the driver's responsibility to know and understand all the rules and procedures. As always, the driver is responsible for all actions of their pit crew, family, and friends. IF anyone is caught without a wristband in your pit you will be DQ for the Night.

22. Last lap incidents: if the leader of the race has not taken the checkered flag and there is a caution, the race will be restarted and finished. If the leader has taken the checkered flag and there is a crash, anyone affected by the crash will be scored as they were running on the white flag lap.

Example: eighth place car spins out the seventh place car on the final lap, the top six would be scored as they cross the finish line. The offender (eighth place car) would be put in the last position of the remaining cars and all other cars would be scored as they crossed on the white flag lap.

23. Double file restarts will occur 100% of the time in all races but may be adjusted at the discretion of WISSOTA officials.

24. Any driver that makes contact with another car during caution periods or after the checkered flag to show their displeasure will be disqualified for that event. If any driver violates this rule more than once during the event additional penalties may be taken on the driver.

25. If a car scratches or drops out on the first lap of ANY race, the line-up will be re-aligned by crisscrossing.

28. Raceceivers and transponders are mandatory for all competitors throughout the entire event. Non-working raceceivers and/or transponders may result in not being scored.

29. Feature laps will be as follows:

Mod 4 25

Pure Stocks 20

Hornets 20

NUMBER OF LAPS RUN IS SUBJECT TO CHANGE BY WISSOTA OFFICIALS. Also, a time limit will be put on Features if there are more than 3 yellows in a row.

30. Track surface will be farmed regularly that night, on preset schedule unless conditions warrant a change in the schedule to be determined by WISSOTA officials.

31. All entry fees are "CAR ONLY". Everyone entering the pit area will be required to pay the daily pit pass fee. All drivers must have a full WISSOTA license to compete; NO temporary licenses will be allowed/sold.

Entry Fees (paid in advance) are as follows:

Mod 4 \$30.00

Pure Stock & Hornets \$20.00

Entry Fee (day of race) is as follows:

Mod 4 \$40.00,

Pure Stock & Hornets \$30.00

**Speedway Motors WISSOTA MPH Invitational
Schedule of Events
Granite City Motor Park
Friday September 5, 2025**

All parties are expected to always act responsible on and off the track. Only one car per driver per class is allowed. Please be aware that the schedule of events may be adjusted if needed, it is the driver's responsibility to know when he or she races.

Pit fee is \$25.00 per person (practice night only)

3:00	Pit Gates Open
5:30	Pit Meeting
6:00	Open Practice

Pre -race inspection will take place for the cars in attendance for the open practice

Orbitz/MRP live timing will be running and available for drivers to check lap times.

**Please note
That all events schedules
subject to change**

**Speedway Motors WISSOTA MPH Invitational
Schedule of Events
Granite City Motor Park
Saturday September 6, 2025**

All parties are expected to always act responsible on and off the track. Only one car per driver per class is allowed. Please be aware that the schedule of events may be adjusted if needed, it is the driver's responsibility to know when he or she races.

Adult Pit Pass \$30.00, Youth 3-10 \$15.00, 2yrs and under free

10:00	Pit Gates Open
12:00	Draw opens for drivers
3:00	Gate open for Spectators
4:00	Draw cut off & Mandatory Drivers Meeting
4:45	Mod 4 Qualifying
5:00	National Anthem – 1st heat must be lined up

**Top 16 in passing points advance to main feature in each class.
Top 6 go straight up from passing points to main feature.
All remaining drivers will line up according to heat finishing positions.**

**Depending on car count, B-Mains will be ran if needed. If a B-Main is needed, the Top 16 drivers in passing points will be locked into the main feature, all other drivers will proceed to the B-Main(s).
Main Feature events will start 24 cars.**

All heat races will be 8 laps & the Features will be 20 laps Pure Stocks, Hornet. Mod 4 25 laps

Order of Heats and Features

Hornets

Pure Stocks

Mod 4