

2021 Speedway Motors WISSOTA 100 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. Driver 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 racecar (including warm-ups and hot laps). It is highly recommended that participants wear a HANS or similar device whenever in the race car. Hot laps are allowed on Tuesday evening only. Mod Fours will be allowed hot laps on Friday.
6. Line up your car in the staging area prior to your respective race. Know when you race 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. Passing points will be used. All cars will accumulate passing and finishing points in their heat races. 1.76 points will be used per car passed to go along with 59 points for winning a heat, 55 points for finishing second in a heat, 51 for finishing third etc. The top 24 drivers in total passing point will

transfer to that night's qualifying feature with the top 6 redrawing. Ties will be broken by lowest pill number drawn that day. Drivers finishing positions 7-24 in passing points will line up straight up for the qualifying feature. All others will be done for the night.

9. Drivers will draw a number on the first night that they compete. Drivers will use that number on each of the subsequent nights. A new #1 pill will be randomly drawn at the pit meeting each day 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).

Last Chance lineups will be generated after the Friday night program. The top 16 drivers in total week end points from the previous three nights who have not yet qualified will be lined up by points into their respective Last Chance Race by total points accumulated. ***

10. Drivers finishing in the top 8 in their respective qualifying feature will have the option to take that spot for Saturday's championship feature or forfeit the spot to try to better their starting position and/or race for more national points the following night. Drivers must reveal their intention before leaving the tech area after their qualifying feature each night. Decision will be final. If a driver forfeits his or her position, the next finishing driver will move up into that transfer position.
11. 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.
12. In a multi car incident which causes a yellow flag, the car causing the incident will be put to the back. If a single car spins causing a yellow flag, that car will be sent to the pit area. 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.

13. On a restart, all lapped cars will be put to the back of the pack and un-lapped unless that driver is a complete lap down to the entire field. Line up will be determined by the position on the previous completed lap. Double file restarts will be used with the leader out front; the second place car getting his/her choice of inside or outside, the 4th place car will always be inside.

14. 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 at the next yellow or at the end of race (whichever comes next).
15. Work Area procedures: You may work on your car in the designated work area in Saturday 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 green flag is displayed.
16. No driver is allowed to get out of their racecar on the racing surface for any reason unless track or safety personnel instruct you to. If a driver gets out of their racecar 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.
17. If a driver should miss his or her heat race, they will not be allowed to enter another heat for that day's qualifying.
18. In all heat races, the top 5 finishers must go directly to the scale and tech area. Top 15 finishers in each qualifying feature and feature 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 car before races.
19. 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 allowed to drive ATV's.**

20. Once a car is registered for the event, that car may not be raced by another driver. Exception: A driver can race another pre-teched car in the Race of Champions if his/her primary car is disabled.
21. Whatever car a driver qualifies for the Saturday night feature must be raced in the Saturday night feature. Drivers are allowed to compete in different cars each night as long as they are all pre-teched.
22. 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.
23. 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.
24. Double file restarts will occur 100% of the time in all races, but may be adjusted at the discretion of WISSOTA officials.
25. Cars qualifying for the A-feature will qualify straight up from the qualifying features. Wednesday night qualifiers will make up the inside row. Thursday night qualifiers will make up the outside row. Friday night qualifiers will make up the middle row. The Saturday Mod Four feature lineup will be lined up straight up of the finish of the Friday qualifying feature finish.
26. 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.
27. If a car scratches or drops out on the first lap of ANY race, the line-up will be re-aligned by criss-crossing.
28. Raceceivers and transponders are mandatory for all competitors thru out the entire event. Non-working raceceivers and/or transponders may result in not being scored.
29. Feature laps will be as follows:
MOD 4—20 LAPS MWM----35 LAPS

STREETS-30 LAPS SUPERS--40 LAPS
MODS----40 LAPS LM -----50 LAPS
NUMBER OF LAPS RUN IS SUBJECT TO CHANGE BY WISSOTA OFFICIALS.

30. All features will contain a maximum of 33 cars and the field will start race in a three-wide alignment. Subsequent restarts will be double file.
31. ROC races will all be run on Thursday (Super Stocks, Midwest Modifieds and Streets) and Friday (Modifieds, Mod Fours and Late Models) number of cars will be determined by the Race of Champions Director.
32. Track surface will be farmed regularly each night, on preset schedule unless conditions warrant a change in the schedule to be determined by WISSOTA officials.
33. All entry fees are "CAR ONLY". Everyone entering the pit area will be required to pay the daily/multi day pit pass fee. All drivers must have a full WISSOTA license to compete; NO temporary licenses will be allowed/sold.

Entry Fees are as follows:

Mod 4	\$30	Streets	\$40
MWM	\$40	Supers	\$40
Modifieds	\$50	Late Models	\$60