



NEDCS

2023 RACE PROCEDURES & RULES

NEDCS

General Rules:

All Drivers and Owners will be required to sign a registration form stating that they have read, understand, and agree to these general rules and procedures before their cars will be allowed onto the speedways. It is your responsibility to ensure that your race team, friends, and family are aware of the policies and procedures included in this document.

1) Preface:

The intent of the NEDCS general and divisional rules is to foster a safe and orderly environment for competitive Motorsports and entertainment. The knowledge of, and adherence to, these rules is ultimately the participants responsibility. NO expressed or implied warranty of safety shall result from the publication of, or compliance with these rules. There is no way a guarantee against injury or death to participants, spectators, officials, or any other individual involved.

2) Interpretation and Amendment:

The interpretations of rules contained herein will be the sole responsibility of authorized officials of NEDCS. Their interpretations and judgements shall be final. These rules may only be amended by the Head Tech or an authorized member of NEDCS management. If there is an amendment it will be posted on a on the track website and may be sent out via e-mail to all registered teams. The amendment will be effective upon the date of publication by NEDCS regardless of when a participant receives the actual notice. 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 accepted and complied with these rules. NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATION OF OR COMPLIANCE WITH THESE RULES AND REGULATIONS. They are intended solely 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. Any interpretation or deviation of these rules is left to the discretion of tech and the decision is final. NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH DEVIATION OF SPECIFICATIONS.

3) Safety:

Competitors are solely and directly responsible for safety of their race cars and racing equipment and are obligated to perform their duties (whether as a car owner, driver, and crew member) in a manner designed to minimize to the degree possibly the risk of injury to themselves and others. If a competitor's safety equipment is deemed unsafe, he or she will not be allowed to compete. The inspection of safety equipment by NEDCS officials does not guarantee that any item will perform in the manner that it is designed for.

- A- A full fire suit in clean good condition is mandatory along with racing gloves and racing shoes must be worn during all on-track activities.
- B- All safety equipment must be approved by Speedway or NEDCS Officials.
- C- Helmets must meet a **Snell 2015** or newer specification, unless specified otherwise in division rules. Helmets must be full face with a shield.
- D- All cars must have a battery cutoff switch. This battery cutoff must kill entire car. The battery cutoff switch must be clearly labeled on/off. **All switches must be labeled.**
- E- Aluminum racing seat is mandatory. The driver's must be securely fastened to the roll cage and frame members and not the floorboards. The seat must have a headrest on both sides.
- F- Seat belts must be a minimum of 3" wide unless passing over a head and neck restraint system where they must be 2" wide or less. All must be 5-point with a metal to metal central quick release and approved by NEDCS Officials. All belts must be SFI Certified and no older than 5 years. Belts with visible wear and/tears will not be permitted.
- G- An approved driver window net/screen is recommended. The screen must be installed with an approved latching system and must be mounted to the cage.
- H- Roll bars must be padded in the driver's area along with the center of the steering wheel.
- I- A minimum of a 2 ½ lb. fire extinguisher with a gauge must be accessible to both the driver and the tracks safety crew. On-board fire extinguishers are permitted and highly recommended. The activation of such a system must also be accessible to both the driver and the tracks safety crew and be nearly/clearly marked.
- J- Two (2) driveshaft loops to enclose the driveshaft is mandatory, no less than 2" wide and ¼" thick must be placed around the front and rear of the driveshaft and attached to the floor or cross member. All driveshaft's "MUST" be painted white, with the car number on it.
- K- A head and neck restraint system, such as a Hans or Hutchins device is strongly recommended.
- L- Jack stands are mandatory anytime a car is jacked up and a crew member is working under the vehicle. All jack stands must have plated bottoms or are manufactured to prevent digging into ground, pavement, or tipping.
- M- Reasonable speed must be maintained in the pit area at all times for speedway courtesy. All persons must maintain a constant watch for their own safety.
- N- At no time is anyone other than the driver allowed to ride on/in a car. All persons being transported by any haul vehicle must be seated inside the vehicle, no riding on trailers or inside race cars.

4) Registration and Licenses:

A- Cars must have a paid NEDCS registration.

B- Anyone participating as an owner or driver in any division must be registered to receive points and/or prize money. Special events may have different rules pertaining to registration and licenses. NEDCS reserve the right to reject and/or revoke any application at any time.

C- At each racing event each car must be registered with the handicapper by the driver, owner, or crew member. The car must be present to be registered, if it is not present and doesn't show up before qualifying they may be penalized.

D- All cars must be registered with the handicapper one (1) hour before the start of the first heat or they will be placed at the rear of their qualifier.

E- Once the driver has signed in under one car, and has attempted to qualify, he/she will not be allowed to drive another car.

5) Age Requirements:

No one under the age of 15 is allowed to compete in any event unless NEDCS allows a younger age and competitor has NEDCS management approval (call to discuss the minimum age for competition). Any person under the age of 18 must have a "Minor Release" signed and on file with the Speedway and NEDCS before being allowed to enter the pit area. This initial form must be filled out by BOTH parents or legal guardians. These forms are available through the Speedway Office and NEDCS. Minors must have one (1) parent or guardian present to sign them in and must accompany them while in the pit area at all times.

6) Point System

A- Points will be awarded to the car driver for feature races. To be eligible, driver must be registered for the event the points will be awarded for. Only regularly scheduled races will count for points. Special events may not, unless otherwise noted by NEDCS Management. In the case of a tie, the car with the greatest number of wins will serve as tiebreaker. If a tie still exists 2nd's, 3rd's, etc. will serve as tiebreakers until the tie is broken. Any Point fund monies will be distributed at the end of the season to the Top-10 drivers.

B- Feature points: 1st- 75pts, 2nd- 70pts, 3rd- 65pts, 4th- 63pts, 5th- 61pts, 6th- 59pts etc.....

7) Qualifying Races:

- A- Drivers will draw a chip at a set posted time at NEDCS trailer for qualifying positions.
- B- All competitors must run in a qualifying heat race unless they are unable to because of a mechanical issue that is verified by NEDCS Officials.
- C- To be considered qualified; the competitor must complete the qualifying race.
- D- All non-qualified cars may run a consolation race unless a full field of cars is not present.

If a consolation is necessary, it will be announced by the handicapper.
- E- Consolation Cars will start the feature behind all previously qualified cars.
- F- Drivers will be allowed to start further back than their qualified position but must be approved prior to the start of the feature race.
- G- Tires used for qualifying, must be used for feature.
- H- After the first qualifying heat, the winner will draw a chip for the invert of the feature.
- I- The handicapper will post the qualifying positions in each heat on the trailer board on door.

9 cars or less	1-Heat
10-18 cars	2-Heats
19-27 cars	3-Heats
28 or more	4-Heats

8) Rookie of the Year Procedures:

Rookie rules: To be considered a rookie "Rookie of the Year", you must not have competed in more than three (3) feature events in this series prior to the season you are applying for or raced in any higher division. Drivers must register as a rookie at the time of registration and notify the handicapper at sign in. In order to get ROTY award, the driver must race 50 % of the seasons feature races to receive the award. Rookies must apply yellow duct tape on rear bumper of vehicle.

9) Drivers Meeting:

All Drivers must attend all announced drivers' meetings. Any driver not attending the drivers meeting will be placed at the rear of the first event that day that they run, or remove them from competition for that race day. If circumstances deem it necessary for one of these individuals to miss the drivers meeting, this must be communicated to and authorized by NEDCS Officials prior to the start of the drivers meeting and an approved representative must replace the missing individuals. This will only be allowed if the circumstances absolutely require that one of these individuals miss the meeting. The exception is that ALL drivers must attend all drivers meetings.

10) Official Flag Rules:

Any driver who does not obey the following flag rules will be subject to disqualification for the event, suspension, and/or fined. The Starter shall have complete jurisdiction over the flags at all times and his judgement shall be considered final. This also applies to the speedway's signal lights on the track.

A- Green Flag: The green flag signifies the start or re-start of a race.

B- Yellow Flag: The yellow flag means caution, slow down and maintain your position. All cars must fall into single file as soon as possible for realignment. The restart of the race will be determined by the last completed lap (half the field of cars completes the lap) as scored by the official scorers. Laps completed under the caution flag will not be counted, unless otherwise notified. Cars that have pitted will take up the rear of the field in the order they returned to the track. If the caution flag is shown before a full lap is completed then there will be a complete restart. Any cars entering the pits will take up their position at the end of the field.

C- Red Flag: When the red Flag is displayed all cars "MUST" stop immediately. Track officials may direct certain cars to move to clear the way for safety vehicles or track workers. Under no circumstances is a driver to move their car without the direct notice to do so by a track official. Movement of a car without direct notice will result in immediate disqualification with the loss of points and pay for that race. If a car is currently in the pits, repair work may continue.

D- Blue Flag/Yellow Stripe: This flag is called the passing flag. When this flag is displayed to a competitor it means that faster cars are coming and be prepared to move over. When the passing flag is being waived by the starter it means the lapping car or cars are there and to move down to the low groove of the race track. Failing to obey when given the passing flag may result in penalties or disqualification.

E- Black Flag: A clinched black flag is a warning to the driver for behavior on the track. Failure to modify your behavior could result in a waved black flag. If the black flag is being waved at you, you must go to the pit area. This could be for a number of different reasons:

- 1- The track may need to check your car for safety reasons. The track official will stop you at the top of pit lane or infield and inspect your car. If your car is deemed safe to return by the official, if possible you will get your position back. If you choose to go to your pit, you lose your position.
- 2- You may need to repair an issue. In this case you will be allowed to return to the race after resolving the issue but you will have to go to the rear.
- 3- You may be multiple laps down and deemed a safety hazard to the other drivers. In this case you must park the car for the event. You will receive your points and pay for the event.
- 4- You may be getting the black flag for disciplinary reasons. In this case you are required to park the car for the event. You will not receive points or pay if you are parked for disciplinary reasons.

5- If Black flagged, you will have two (2) laps to obey or you will no longer be scored for the event.

F- White Flag: The display of the white flag means there is one more lap in the race. If there is a caution flag presented during the white flag lap the race will revert to the last completed lap. Upon the restart of the race the white flag will again be displayed providing a green, white, checkered finish.

G- Checkered Flag: When the checkered flag is displayed, it means the leader has completed the final required lap and the race is finished. All remaining cars must receive the checkered flag on this lap.

11) Series Rules:

A- Under caution all cars will be held by Track Officials or NEDCS Officials prior to re-entry onto the track. Once the lineup is set, cars will be instructed to return to the track and positioned accordingly.

B- All cars entering the track must follow the Track Officials or NEDCS Officials directions.

C- When a race is started and a caution is displayed before the first lap is completed, there will be a complete restart of the race. After the first lap is complete and a caution is displayed, all restarts will revert back to the last completed lap.

D- Once you have been given the signal by the Flagman to cross over (double up), you will no longer be allowed to scrub your tires. You must stay in your lane unless you have a vehicle malfunction. In the event of a vehicle malfunction:

- 1- If you are in the inside lane, you must pull to the inside of the track.
- 2- If you are in the outside lane, you must pull to the outside of the track.
- 3- If the flagman sees this, he will not throw the green flag.

E- The expectation is that there will be no contact amongst cars under caution unless it is deemed to be the result of an accordion effect on the restart or due to car malfunction. Any contact under caution that is deemed intentional or unnecessary will result in a penalty. The first offense will result in the car causing the contact to be sent to the rear. The second offense will result in disqualification from the event. This determination will be made by NEDCS Officials. There are lanes painted on the racetrack, all cars must stay in their lane on all starts and restarts. Failure to stay in your lane may result in you being penalized and sent to the rear. If the overall start was good, but you did not stay in your lane, you may be asked to drop back spots, or drop to the rear while the race remains under green. You will have two (2) laps to do so, or you will be black flagged and disqualified from the event.

F- On the initial start of the race, the lead cars shall not start the race until they reach the designated start finish line determined by NEDCS flagman. Failure to go at the start line by either of the lead cars will not warrant a restart unless the occurrence is deemed significant by the flagman or race director. In the event of a false start, the flagman may reposition offending car/cars to the rear of the field. Any car that is deemed to have started prior to the start line may be penalized and sent to the rear of the field.

G- After the initial start, the leader will start the race. On restarts, the leader is able to fire anywhere within the start box. The box is defined as being between the first white line and the second yellow line in turns 3 and 4. As long as the leader has any part of this/her car within this box, they may fire. It is up to the 2nd place car to be ready and stay with the leader. If the 2nd place car fires first, they may be penalized if they are leading at the yellow line. If the leader has not fired by the time they get to the yellow line, the 2nd place car is free to fire and the leader has lost their advantage of starting the race. If anyone fires before entering the start box, they may be penalized and required to go to the rear. Both lead cars should be rolling into turn 3. Flagman decisions are final.

H- Any car passing another car on the initial start of the race before the start/finish line will be penalized two (2) positions per car passed at the next caution or at the end of the race. This will be enforced unless the car in front has a major issue on the start. Any car passing another on a restart on the bottom before the start/finish line will be penalized two (2) positions per car passed at the next caution or at the end of the race. This will be enforced unless the car in front has a major issue on the restart. Passing on the outside on restarts is allowed, after the green flag is waved. **This includes single file restarts.**

I- On single file restarts, the driver **must maintain their position till after the** start/finish line.

J- During any event the race director and race control may choose to go single file restarts at any time.

K- A competitor will receive an agreed number of courtesy laps for flat tires/repairs. The number of courtesy laps may be extended by NEDCS Officials.

L- No repairs or work of any kind may be performed on the race track. All cars must go to the pit area for repairs.

M- Cars deemed to have been involved in the accident that caused the caution will be sent to the rear. If contact between two (2) or more cars takes place and results in a caution, those cars will be considered involved in the accident and will be sent to the rear (commonly known as the A-B Rule). Any car that stops or takes actions to miss an accident that has already occurred will get their spots back as long as they do not make any contact with the caution cars. The determinations of whether or not a car was involved in the accident are the decision of NEDCS Officials or Flagman and are final. In the event that the caution is displayed for an accident on the track and then there is a separate incident at another location on the track that occurs, those cars may get their spots back as long as they don't go to the pit area. All cars that enter the pits and re-enter the track will take up the rear of the field in the order that they re-enter the track.

N- When a race event is under caution, all cars must slow down and form a single file. Safety workers and track personnel must be given room to do their work safely. NEDCS Officials will realign the field. **DO NOT RUN DOUBLE FILE** until instructed to do so by the flagman or race control.

O- No driver is to unbuckle their seat belts or exit their cars, unless there is a fire or instructed to do so by Track Officials or NEDCS Officials. Even if your car is unable to continue, you must remain in your car until you are placed in the pit area by track personal. Failing to do so **will** result in **penalization**.

P- Any car that spins out must try to continue immediately and not interrupt the race. Any car that NEDCS Officials feel delayed/interrupted the race may be penalized.

Q- Any driver that causes three (3) cautions in an event for any reason may be black flagged from the event. The flagman and race control will make the final determination regarding his rule.

R- All races will be run until the leader has completed the advertised distance. However, if the scheduled distance is not completed, the race will be considered officially completed after the half-way mark. When a race has been stopped and not restarted, the finish will be determined by the last completed green flag lap, with accident cars put to the rear. If a time limit was imposed, the last green flag lap regardless of the number of laps completed. **Do not race back to the finish line once the yellow has been thrown.**

S- Any car **deemed** not up to speed may be placed at the rear of the field **at any time by Race Director.**

T- Lapped cars are to move to the bottom groove of the race track.

U- Any car that is a lap or more down will be placed at the rear of the field on restarts.

V- It is your responsibility to be ready to compete on time for each event. Cars not ready when called to the lineup area may be put to the rear or replaced by alternate.

W- Any car that has to be push started must restart from the rear of the field. The exceptions to this rule are after introductions, or a red flag.

X- The use of any tire chemical (conditioner, softener, etc.) is prohibited. Anyone caught using tire chemicals will be suspended.

Y- Passing judgement: you need to be to the door before the lane is considered yours. If you run them high or low trying not to let them pass, you will get one (1) rolled black flag warning, the next time you will get the waved black flag and will need to go to the pit area.

Z- "NO BURN OUTS".

AA- NO MIRRORS.

12) Inspections:

The NEDCS Tech Officials has full authority at the track to order a car or cars to be inspected and checked for possible rules infractions. All cars are subject to random inspections at any time by NEDCS Tech Officials. The NEDCS Tech Officials will review all applications for protest and have the final ruling in all matters. If the NEDCS Tech Officials deems necessary, an appeal will be brought before the NEDCS Officials for review. In the event of refusal to comply with a protest, said car will be considered illegal.

A- All cars and safety equipment must be inspected prior to the start of the racing season. After preview inspection, car will display a NEDCS seal indicating initial compliance. Infractions of Tech Rules not noted on initial inspection do not preclude subsequent inspection and disqualification due to tech infractions.

B- Any car that fails to weigh in proper weight **prior to or after any qualifying or feature events** will be penalized by starting at the rear of the field for that event.

C- NEDCS has the right, for inspection purposes, to seal or impound cars or car parts competing in any event. NEDCS assumes no responsibility for impounded cars or parts. Any part and/or parts deemed illegal may be confiscated.

D- Upon the completion of **qualifying and** feature events, the cars pre-designated by NEDCS Tech Officials must go directly to the inspection area for inspection. No cars may be touched in any manner until they are directed to by NEDCS Tech Officials. Failure to comply can bring **a penalty**.

E- If during an inspection the NEDCS Tech Officials determines that a car is not capable of passing tech, caused by an on-track incident, the competitor may be allowed to pass thru tech or make changes where inspection can be completed. NEDCS Tech Officials decisions are final.

F- If NEDCS Tech Officials determines, prior to any race, that a car does not meet the applicable specifications, the car shall not be allowed to compete. Unless, in the discretion of the NEDCS Tech Officials the deficiency (a) shall not adversely affect the orderly conduct of the race, (b) cannot be corrected in time for qualifying for the race, (c) will not provide the competitor with a competitive advantage, (d) is so insignificant as to not warrant a determination that the car is ineligible to race. If the car is permitted to race the deficiency must be correct before any future events.

G- All feature races will be unofficial until deem official by NEDCS officials (48-96 hours after).

13) Car Appearance:

All cars must be presentable on race day. Any damage from prior events must be properly repaired and the car must be brought back to reasonable appearance. This includes but not limited to: no sharp edges, reasonable removal of dents, properly secured body panels, and car numbers must be legible, presentable, and meet NEDCS specifications. The final judgement on car appearance will lie in the hands of NEDCS Tech Officials.

14) Protests:

All protests related to a car must be filed in written form within 15 minutes from conclusion of the event being protested. Protest must be filed with NEDCS Official. Only an owner or driver participating in the protested race may petition for a protest. Any car owner or driver filing a protest must post a protest-fee (see fees listed), a written protest, submit their car for inspection for reason of protest.

Visual Inspection; \$100.00

Removal or Disassembly of a part or parts; \$200.00

Protest of an Engine part requiring disassembly; \$500.00

If the protested car is found legal the protest fee will go to the protested car owner. If the car is found illegal, the protest fee will be returned to the protester and all cost incurred for the inspection will be charged to the illegal car owners. The car will be disqualified for the event with no prize monies or points awarded. The illegal part/parts will be confiscated by NEDCS Officials.

A car owner or driver may protest a race by posting a protest fee of \$500.00 cash with NEDCS Officials within 15 minutes of completion of the protested race. The division of a protested race shall be decided by the NEDCS Officials after review. The protest fee may be forfeited by, or returned to the protester at the discretion of the NEDCS Officials. Any protest shall automatically delay payoffs for that night.

15) Violations and Disciplinary Action:

Penalties for violations of NEDCS rules are determined by the gravity of the violation and its effect on the fairness of the competition, orderly conduct of the event, and in the interest of stock car racing. Such penalties may include, but are not limited to, disqualification, suspension, suspensions of membership privileges, fines and/or loss of points. A suspension may be a total or it may be 1) limited to a suspension of privileges at the race/races, 2) for particular series of events, 3) for a specific or indefinite period of time, or 4) from multiple NEDCS tracks and/or events.

When such penalties as event suspensions are given, they must be served on point races for that division.

Probation means starting at the rear of the field for qualifying race and/or feature race, as determined by NEDCS Officials. The time of probation will be determined by the disciplinary action taken.

The NEDCS Officials will use the following guidelines for the imposition of penalties in the situations described below, but may assess a greater or lesser penalty depending on the circumstances.

Speeding in the pit area:

*** One event probation

*** \$50.00 fine and 2 week probation

*** \$100.00 fine and 3 week probation

Rough Riding or Excessive Contact:

*** Repositioning to the rear of the field

*** Disqualification from that race

*** Disqualification from that race and \$100.00 fine

*** Loss of prize money and/or points

Intentional Contact after Race Completion or Under Caution:

- *** Repositioning to the rear of the field
- *** Repositioning to the rear of the field and probation
- *** Disqualification from the event and suspension

Unsportsmanlike Conduct or Endangering the Safety of Other:

- *** \$100.00 fine and one (1) event probation
- *** \$200.00 fine and Disqualification from the event
- *** Disqualification from the event with no prize money or points
- *** Disqualification from event and suspension for the remainder of the year

Intentional Yellow (Stopping of event):

- *** One (1) lap penalty
- *** Removal from competition
- *** Removal from competition with a One (1) week suspension

Assaults/Threatening:

*** Any competitor, or team member who assaults or threatens to do bodily harm To any NEDCS Official or person serving under an Officials direction shall Receive a suspension or expulsion and a fine of at least \$250.00

***** Any competitor or team member who participates in or incites any fight on the race track property shall receive:**

- *** \$500.00 fine and one (1) year suspension

***** Any competitor or team member that goes to another teams pit stall:**

- *** 1st offense - \$100.00 fine
- *** One event probation
- *** \$50.00 fine and 2 week probation
- *** \$100.00 fine and 3 week probation

These are just a few listed violations and fines. NEDCS may at any time review and fine, suspend, deduct points, etc. any competitor or team member for disciplinary reasons.

16) Drugs and/or Alcohol:

Anyone competing shall not be under the influence of any alcoholic beverages, stimulating, depressing, or tranquilizing drugs while in competition. **Any competitor found to be under the influence of any controlled or uncontrolled substance shall receive a disqualification, loss of all accumulated points, a minimum fine of \$500.00 and suspension for one (1) year (12 months). No alcohol** is permitted in any track pits that we race.

17) Refusal of Tech Inspection:

Any competitor that refuses any Tech Inspection will be issued a fine of \$100.00. They will lose all points for that event, and forfeit any winnings for that event. The fine must be paid prior to that competitor or car being able to return. Refusal of Tech inspection is deemed as FAILING inspection. Upon returning, the car will have to pass Tech inspection for that item before they will be allowed to compete. **Multiple refusals of tech will result in additional penalties.**

18) Scanners and Radios:

All competitors MUST be able to receive communication from the Race Officials by **approved one way** race receiver. **No two-way communications allowed.** Race receiver **MUST** be on and functioning at ALL times. This includes practice, qualifying, and feature events. NEDCS frequency will be displayed at tech trailer on race days. **No cell phones allowed in race cars.**

19) Transponders:

All competitors will be required to have a working transponder whenever on the racetrack, all practices, qualifying, and feature events. They will be **mounted** in front of the right rear tire area, **center of axle tube, six inches forward.** If not, you will be black flagged. You will not be allowed to run qualifying or feature events without them. Rental transponders may be available at certain tracks. Transponders can be purchased through mylaps.com.

20) Social Media:

Everyone must be aware that posting in social media is like speaking into a live microphone. Negative social media in any form about NEDCS or affiliated race tracks will not be tolerated. Depending on the severity of the incident, fine, penalties, or suspensions may be assessed. This policy applies to all drivers, crews, and family members. **The Drivers and Owners are responsible for their teams' actions.** Please help us by speaking with your entire team about this policy; because lack of awareness does not warrant abuse of this policy.

Technical Guide

A. TECH

1. If these rules don't specifically say what you can do, you can't do it!! Always contact technical inspectors when rules or parts are in question.

B. BODY

1. 1928-1948 American made production vehicles only. 5/8 scale, two door sedans, coupes, or pickup trucks. These are to be known as Classic Modified or Dwarf body styles.
2. Modified appearing body styles such as IMCA or DIRT Modifieds are NOT ALLOWED.
3. Body must be 5/8 scale, stock appearing. Maximum overall height 50" top to ground.
4. Must have grill shell or simulated open radiator matching original body style, any material, **Grill shell or simulated open radiator must not have more than a 20-degree pitch when measured at any time on a level surface with no driver in the car.**
5. **No down force noses allowed.**
5. Doors, windows, and cowlings must retain stock appearance. Hood louvers allowed for cooling but must maintain stock contours.
6. Engine compartment must conform to scale and match contour of body. Hole may be cut for breather clearance only. Ram air induction system prohibited.
7. Must have closed trunk lid or fully enclosed trunk access panel conforming to original bodylines. Louvers allowed no holes.
8. No fenders.
9. No wings or spoilers.
10. Body will be metal construction, 26-gauge steel or .040" aluminum minimum. Fiberglass or plastic shells allowed. All exposed edges must be folded or trimmed over. Legends cars may be allowed under local rules.
11. NO open top cars (roadsters, convertibles)
12. Maximum body width 40"
13. Body contour must be formed by frame and roll cage. Roof hatch entrance are allowed and strongly recommended.
14. Driver's door must be operational and equipped with secure latch.
15. Fasteners on hood, trunk, or panels must be positive, locking type.

16. Car number must be minimum 12" in height and 2" stroke. Must be displayed on each door and roof. A 4" number on the front and rear of the car.
17. Windshield must be Lexan, wire mesh, or protective bars. NO GLASS. All other cockpit areas must remain open. Deflectors may be used in front of the driver and may be no wider than roll bar area.
18. It is recommended that if using rivets to attach body panels they should be riveted to tabs that are welded onto cage instead of drilling multiple holes in roll cage.

B. FRAME AND ROLL CAGE

1. Maximum frame width 34", minimum 30".
2. Main frame members will be a minimum of 1" x 2" x .120" wall rectangular steel tubing only. Mainframe rail consist of the length between the front lower a-arm cross member and the rear main roll bar upright. No aluminum allowed in cage or frame.
3. Main frames will have a minimum of three (3) cross members between firewall and back of seat fabricated out of the same material as frame rails. Alternate material may be steel angle with minimum .125" x 1.5" x 2". Cross 3 updated 12/13/20 bracing in floor under driver strongly recommended. Rear frame rails at rear roll bar must be 34" maximum and 30" minimum outside dimension.
4. Roll cage must be DOM steel minimum 1.25" x .083" (.095" recommended) in all cars. A cross brace or diagonal brace in the hoop over the driver's head is mandatory.
5. All cars must have cage bars installed across door openings on both sides. Bars should be welded in place as part of roll cage. Minimum size 1" x .065" (1.25" x .095" recommended) cars with bars mounted on doors should have full door frame and a minimum of two (2) horizontal crossbars. Minimum 1" x .083". Cars with bars mounted on doors must have 1/4" x 2" steel stops welded in on each side of the opening, totaling a minimum of 4" on each end of the door. Steel plate on driver's door bars recommended.
6. Mandatory a steel bar with a minimum size of 1" x .065" from doorpost to doorpost under the dash.
7. No down tube frame cars allowed. Any bars from cowl area to snout must remain below the upper line of hood.
8. Classic pickups may have two (2) bars going from upper rear roll cage down to rear clip.
9. Driveshaft tunnel will have two 360-degree loops between firewall and seat back, must be fabricated of minimum .1875" x 1.5" steel bars 1"x .095" steel tube highly recommended.
10. Maximum total length 124" bumper to bumper.
11. Firewall must be metal and must completely separate engine compartment from cockpit. Engine protruding into cockpit must be enclosed.

12. Seat must be high-backed aluminum, racing type. All cars will have a permanent bar located behind top of seat at shoulder level. Bottom of seat will not be more than 65" back measured from upper ball joint. Seat may be tilted back for added driver head clearance, however, no portion of the seat may be back more than 74" as measured above.

13. Bumpers

- a. Front maximum width 46". Bumper height 6" to 8" with 2 bar loop. Ground to top of bumper: 12" minimum, 16" maximum. Bumper may not extend more than 12" forward of front tires.
- b. Rear maximum width 60" with 3 vertical bars. Bumper height 6" to 8" with 2 bar configurations. Ground to top of bumper: 12" minimum, 24" maximum (push bar hoop) no wider than the body. May not extend more than 8" behind rear body panels. **At the end of rear bumpers, add bumperettes' to each side for safety. SEE IMAGE 1, PAGE 19 FOR REFERENCE OF BUMPERETTES.**
- c. Bumpers must be hollow with max wall thickness of .125
- d. All bumpers are not to be in contact with the track surface.**

14. Nerf Bar

- a. Full length Nerf bars between front and rear tires are mandatory maximum outside diameter of 1.25" and maximum .125" thickness, must be hollow.
- b. Nerf bars will extend to tread width and may extend out 1" in rear only.

C. Suspension

- 1. No torsion bar suspension system of any type is allowed.
- 2. No leaf springs.
- 3. Coil over shocks are the only allowable means of supporting the chassis. One shock and spring per wheel only. Shock and spring may be rocker arm actuated with one push rod per shock and spring. Shock and spring must remain as one unit. Spring must be mounted over the body of the shock.
- 4. Straight front axles are prohibited.
- 5. No shock with an exterior dampening adjusters allowed. **(Including Schrader Valves)**
- 6. No driver shall have the ability to adjust the suspension from inside the car.
- 7. Front suspension must not extend rearward past the most forward panel of the firewall.

8. Rear trailing arm/radius rod specifications
 - a. Arms may have a maximum length of 30"
 - b. Torque absorbing devices are permitted
 - c. Maximum 3 radius rods or 3 links suspension
9. No birdcage type rear linkage.
10. Anti-roll (sway) bars are permitted.

D. Steering

1. All steering components must have safety fasteners such as cotter pins or self-locking nuts.
2. Manufactured quick release steering wheel hubs mandatory.
3. Rack and pinion is mandatory.

E. Brakes

1. All four wheels must have working calipers and rotors.
2. Rotors and calipers
 - a. Steel rotors mandatory .250" minimum thickness.
 - b. Steel OEM calipers or aluminum calipers.
3. Cutting and scalloping of rotors will be allowed with no rotor surface being less than 3/4" in width.
 - a. Drilling of rotors is permitted.
 - b. Adjustable brake bias and wheel shut off allowed.
 - c. Competition type master cylinders allowed.

F. Wheels and Tires

1. Steel wheels only, minimum wall thickness .090", 13" only. Wheel width maximum 8".
2. Offset wheels are allowed.
3. American Racer marked DWARF and Hoosier 790 tires are allowed.
4. Tires will be durometered.

G. Engine

1. Any 4-cylinder 600CC motorcycle engine manufactured by Honda, Suzuki, Yamaha, or Kawasaki.
2. Engine must not be anything newer than 2007.
3. Effective January 1, 2020 no engine can be modified to be less than the original stock configuration O.E.M specifications.
4. No increasing or decreasing of motor stock stroke in any way.
5. Gasoline only.
6. Must have working transmissions, clutch, and starter with all parts in place. Complete clutch assembly must remain in engine. External reverse boxes allowed. No air-controlled shifting devices. All gears in transmission must work.
7. Charging system optional. Battery powered ignition system only. Alternator cover allowed.
8. No auxiliary starters.
9. Engines must be front mounted in engine compartment.
10. Engine setback: The "square of the engine" (rear fins of the jugs) may not extend rearward more than 17" from the center of front spindle. No part of the engine or transmission may extend rearward more than 21" from center of front spindle.
11. No aftermarket fuel injection, turbo, nitro or nitrous oxide.
12. O.E.M fuel injection must remain stock.
13. Stock air box is mandatory.
14. Engine must be cooled by original intent. May use extra fan or oil cooler.
15. Carburetor/Fuel injection boot must fasten directly to head in the stock intake port location.
16. No porting, grinding, polishing or changing stock configuration of intake or exhaust ports allowed. Casting part numbers must be visible upon inspection.
17. Header must attach directly to head in stock exhaust port location.
18. Engine exhaust must include muffler and exit rearward.
19. Oiling system may not include a dry sump system. Oil pan modifications for clearance allowed.
20. Aluminum oil pans are acceptable.

21. Cylinder cranking compression maximum 220 p.s.i per cylinder average of 4 cylinders, no variance, measured with a Snap-On compression gauge, part number EEPV303A, with adapters EEPV304A, EEPV306A, or MT26J200, after ten (10) compression revolutions of cranking, 15-45 minutes following feature event. Tools provided by NEDCS. Compression pressure limited to factory stock compression pressures.

22. Carburetors or fuel injections may be removed or held in the full open position to allow for: full air flow. All four (4) spark plugs must be removed before checking compression. A booster pack will be allowed to assist with engine cranking if the engine appears to crank at a slow rate.

23. Unaltered factory E.C.M must remain. No fuel monitoring devices, modules, et

E. Battery

1. Battery has to be located outside of driver's compartment, not secured with rubber strap.

2. A direct manual cutoff switch wired to ground circuit will be installed on the front dash within 6" of the corner formed by the front door and the dashboard. The emergency electrical cut off switch will be clearly marked.

F. Fuel System

1. Electric fuel pump allowed.

2. Fuel cell mandatory, maximum 5 gallons, located in trunk.

3. Petroleum based automotive gasoline is the only fuel allowed. No alcohol, No methanol, No nitrous oxide or any other fuel additive may be used.

4. Reinforced or steel braided line must be used in all high-pressure area(s).

5. Maximum fuel pressure of 50 p.s.i.

G. Drive Train

1. Must use steel drive shaft from transmission to automotive rear end. Minimum 2.50" x .083" or 2"x .120".

2. Quick change rear ends are allowed. Must be steel tubes with individual axles and bearing type hubs. Gears are not allowed to be changed once your main event starts.

3. Rear must be locked or have a solid spool.

4. Magnetic Steel Axles.

H. Set-up Specifications

1. Maximum outside tire width 60 1/2" measured from outside of rim on first inner bead.
2. 73" wheelbase plus or minus 1".
3. Frame ride height must not let car bottom out on track.
4. All cars will weigh a minimum of 1240 lbs. with driver and safety gear after the race. Empty car weight minimum 950lbs (no ballast, no fuel).
 - a. Left side weight rule 53% with driver and safety gear in the car. After 3 feature wins, left side weight will drop to 52% and cannot start any better than 12th position for feature.
5. No weight outside of car body, i.e. on Nerf bars. (All weight must be inside frame rails).
6. Hubs front and rear, no more than 1/2 "difference from frame rail right to left. (Car has to be centered in hubs)
7. All cars with 2006-2007 Suzuki engines have to weigh 1270 with driver and safety gear after the race.
8. Any tech official has the right to change weight and or percentages if necessary .