

**Northern Outlaw Sprint Association**  
**(NOSA) & RCS Sprints**  
**Rule Book**

Last Updated May 15, 2013

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## **2013 NOSA RULES (and RCS Sprint Rules with Addendums)**

05/15/13

Only an authorized NOSA representative can update the rules set here within.

### **General Rules:**

NOSA reserves the right to add to, delete, supersede, or modify any rules, exhibits or drawings deemed necessary for the betterment and/or safety of racing. All amendments are effective immediately regardless of when a person subject to the rules receives 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 these rules. **NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATION 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 participants, spectators, or officials. The competition director shall be empowered to impose any further restrictions that in his/her opinion do not alter the minimum acceptable requirements. **NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT THEREFROM.** Any interpretation of, or deviation from these rules is left to the discretion of the officials. **THE NOSA OFFICIALS DECISION IS FINAL.**

### **Use of Recreational Vehicles:**

The Association, by and through its membership hereby adopts and implements the following rule as it applies to All-terrain-vehicles (ATV), Utility Vehicles (UV), Motorcycles or any other vehicle described as a "recreational vehicle: a) It shall be impermissible for any race car driver, team member or any other individual associated with NOSA or any race team competing in a NOSA sponsored or sanctioned event to operate or ride upon and any All-terrain-vehicles(ATV), Utility Vehicles (UV), Motorcycles or any other vehicle described as a "recreational vehicle" unless such use is for official race-related activity only. B) Any person who violates this rule shall be subject to a fine of fifty dollars.(\$50.00). **[ATV's can be used on red flag conditions and can park at the top of the track; 3 men, 1 man on each ATV]**

### **Motors:**

410 cubic inch limit on the engine. If found with an illegal engine you will be suspended for two weeks and loss of points to date. No titanium rods and crank, you must have a 1" inspection hole in the oil pan. Aluminum blocks are allowed.

Methanol or other approved fuels only may be used. No fuel additives, including but not limited to nitro or nitrous oxide allowed. One exception to fuel additive is Upper Lube Lift. The feature winner and one random car will be checked each night. If found illegal, loss of points for the night and earned monies for

the night go to NOSA. Also will be subject to periodic testing. Second offense – loss of points to date and monies for the night go to NOSA.

Crank triggers cannot be used. If crank trigger is installed on motor, adjustments cannot be made within drivers reach. If found illegal, penalty is same as fuel additive.

### **The Car:**

The car must resemble a sprint car, engine directly in front of the driver. Maximum wheelbase of 90" No rudders, side foils or panels to extend beyond roll cage on any side; no wedges or foils underneath the car. The roll cage must extend above the driver's head with helmet on. Complete firewalls are MANDATORY between the driver and the engine. No aluminum frames allowed. A minimum of 0.120 wall is highly recommended on the frame and cage.

### **WINGS:**

Option 1 - Dish Top Wing –

**Center Foil:** Maximum size of 25 square feet with a maximum width of 60 inches. Side panels, 72 inches long and 30 inches tall.

**Front wing:** 6 square foot front wing maximum.

**Side panels:** 12 inches tall, 26 inches long with no more than one inch overhang from the center foil from edge to the side board front edge. The wickerbill will no longer be allowed on either the front wing or the top wing, if the top wing is a dish.. There is also a maximum of a 2 1/2" dish, not to exceed 48" back from front edge of wing.

Option 2 – Flat Top Wing –

**Center Foil:** maximum size of 25 square feet with a maximum width of 60 inches. Center Foil must be square or rectangular in shape with all 4 corners set at 90-degree angles with no variance allowed. Center foil top is to be flat from front to back and side to side. Center Foil shall be fully sheathed in aluminum. Vent holes, dimples, ridges, etc. are strictly prohibited anywhere on the wing. Maximum 1" removable wicker bill may be mounted on the rear edge of the center foil. Wicker bill must be 90 degrees to the top of the center foil. No built-in wicker bills or gurney lips allowed. Maximum dimension of wicker bill may change periodically.

**Front wing:** 6 square foot front wing maximum.

**Side panels:** 12 inches tall, 26 inches long with no more than one inch overhang from the center foil from edge to the side board front edge. 1" wickerbill allowed on any front wing with a Flat Top Wing.

The top wings can be cockpit/driver adjustable. Other than the slider mechanism, no moving part permitted on or in foil structure. Only one slider mechanism allowed on top wing, allowing adjustment forward and backwards only.

Top Wing Center foil thickness cannot exceed 9 inches. Underneath side of center foil must appear to be a continuous smooth arc with no recesses, concaves or protrusions. Center Foil must be one-piece construction. No split or biwings will be permitted. Wings must be fabricated of metal alloys only. No

fiberglass, carbon fiber or other similar material may be used in the basic framework of the wings,. Top wing must not extend beyond outside of rear tires.

No foils or rudders will be permitted anywhere on the top wing.

No rudders or fins on front wings.

**Fuel Cell:**

Fuel cell with bladders is required. Fuel injection or carburetors only.

There must be at least two working brakes.

**Exhaust System:**

It is mandatory for the exhaust system to be equipped with a noise suppressor of some type so as not to exceed a decibel level of 100 decibels at 100 feet for tracks that require mufflers. However, where local track restrictions or governmental ordinances require a lower decibel level, then it is mandatory for the exhaust system to be equipped with a muffler as not to exceed that lower decibel level. In all cases, the decibel level should be measured at racing speed or RPM and shall not be exceeded anywhere around the track. No modifications or altering of factory mufflers. NO cutting mufflers in half and mounting half on each side. Suggested mufflers to use: Shoenfeld, Super Trapp 5A Shorty, Flowmaster, Howe, and Lobaks.

**Additional Provisions:**

A kill switch is required and must be within easy reach of the driver with the shoulder harness and lap belt fully cinched. This kill switch must be clearly marked "off" and "on". No mirrors or radios of any kind are allowed at any time.

All cars MUST be equipped with a quick disconnect steering wheel.

**Minimum weight:**

360 Motors - After conclusion of the race the driver and car must weigh at least 1300 pounds.

410 Motors - After conclusion of the race the driver and car must weigh at least 1375 pounds.

**Tire Rules:**

Right rear tire must be a Hoosier Med. Left rear tire is limited to Hoosier H-12, 92 inch, 94 small and 94 large, 96 inch. Front tires are Hoosier D12, D15 and D20.

Tire Prep: Doping tires is prohibited.

**Traction Control:**

Traction control is prohibited.

ZERO POINTS AND ZERO PAY (Your Check for the event will be made payable to NOSA) FOR ANYONE FOUND GUILTY OF USING TIRE PREP OR TRACTION CONTROL.

**Safety Provisions:**

Fire suits are required. Fire proof shoes and gloves are highly recommended. All items must be in good repair. Require two layers, recommended three layers and recommended one piece suits.

Highly recommended headrest, roll bar padding.

Seats must be mounted securely to the roll cage of the frame in an approved manner. Rock screens are highly recommended in front of the driver's area.

Steel brake lines highly recommended.

Must have mandatory safety nylon strap or loop on torque tube.

Angel toes mandatory (Toe loop on the throttle).

**Conduct:**

**Driver Responsibility**

The driver is responsible for the actions of his pit crew in all respects. The area around your car shall be considered sacred, anyone causing a disturbance in that area will be dealt with. The driver shall be the sole spokesperson for his/her car owner and pit crew in any and all matters, and must talk with the chief track official in charge regarding their conduct or behavior.

**Fighting or Disturbances**

Any driver or crew member directly involved with any fighting or misconduct at any event, on the race track, in the pits, or on the track premises, may be fined up to \$500.00, may be suspended from all events for two weeks from date of infraction and may forfeit all points to the date of infraction and all prize money earned for the event. This includes drivers going over to cars on the race track in a fit of anger. If the fine is imposed, it must be paid prior to next NOSA event.

**Assault/Abuse of Officials**

No driver or crew member shall subject any track official, track employee or sponsor to any abusive or improper language at any time. Any driver who gets out of his/her care car, or assaults or threatens any track official, track employee, sponsor, driver or anyone may be suspended for up to two weeks from the date of infraction and may be fined up to \$500.00 and shall forfeit all points and all prize money for

the event. Prize money goes to NOSA. [touching the official by any means be the same fine up to \$500 payable to NOSA]

### **Alcoholic Beverages**

No beer or alcoholic beverages will be allowed to be consumed in the pit area until the entire program for all divisions is completed. If a driver or pit crew member is caught drinking in the pit area before the entire program is completed, he/she shall be immediately ejected from the race track premises and shall be subject to a mandatory fine of not less than \$100.00 and not more than \$500.00.

### **NOSA DRUG POLICY**

Illegal Drugs, Definition – Illegal drugs are those substances or drug substances defined and prohibited by state and/or federal laws.

#### **General Prohibition:**

Position or use of illegal drugs or drug substances, as defined above is prohibited in any form, by any participant, either on the Speedway grounds, or in any area considered to be used in the operation of the Speedway, such as parking lots or leased properties.

#### **Participant definition**

A participant is any person taking part in any event at a track in any form, including but not limited to drivers, car owners, mechanics, crew members, sponsors, track officials or pit area observers. All such persons shall be considered public figures who have by their own choice become involved in auto racing events with NOSA, with the full understanding that he/she must abide by the rules and regulations established and published or announced by NOSA. All participants are considered to be responsible for their personal conduct.

#### **Specific Prohibition, Violations and Penalties**

Any person who is

1 -- found to be in possession of, or under the influence of an illegal drug or drug substance on the Speedway property or

2 - arrested by duly constituted authorities and charged with possession and/or use of illegal drugs or drug substances, regardless of whether offense occurred on or off the speedway

property or

3 - formally charged by a court of law with an illegal drug violation, regardless of whether the offense occurred on or off the Speedway property,

4 - shall be subject to the following penalties by NOSA,



5 - Suspension from competition and eviction from all NOSA events and denial of further entry to events for a period to be determined by NOSA officials.

6 - Any participant who is formally charged by a court of law with an illegal drug violation, regardless of the level of offense, upon NOSA being so advised, shall be suspended from all forms of participation of events until such time as the charges are fully adjudicated through the legal process.

7 - Any participant convicted of an illegal drug violation, regardless of the level of offense by a court of law shall be prohibited from taking part in any event for a minimum period of 1 year from the date of conviction.

8 - In addition, during any suspension imposed above, all point fund money, including all contingency awards shall be forfeited if the participant is convicted of the charges.

#### **Appeal and Hearing**

Any participant suspended for violation of these rules will be granted an appeal hearing by a board of officials designated by NOSA provided the suspended participant requests such a hearing, in writing within 14 calendar days of the date of suspension. It is the responsibility of the suspended participant to make such a request for a hearing.

#### **Reinstatements:**

A participant suspended for violation of these rules, except in the case of persons charged with selling drugs may as the result of a decision reached through the appeal and hearing process, be reinstated if:

In the case of drug use, it is mutually agreed that the participant, at his/her own expense will produce documentation from a physician licensed with the state, certifying that he/she is drug independent, as a result of random and periodic examinations and urinalysis testing, at the request of NOSA. In the case of drug possession, that the participant produces evidence, satisfactory to the hearing panel that he/she was not in possession of illegal drugs.

#### **Prescribed Drugs:**

If a participant is using prescription drugs on the advice of a physician, such use must be reported to the chief pit steward or racing director prior to the participant's entry. Failure to so notify will subject the participant to penalties as prescribed above.

#### **Probation:**

All fines and suspensions will automatically carry a one year from date of infraction probationary period.

#### **Duration of Penalties**

All penalties will cover through the entire race season and cover all events.

#### **Race Procedures**

A race may be stopped at the discretion of the starter or officials at any time they consider it dangerous or unsafe to continue.

**Registration**

- a. All Teams are responsible for registering their cars. Registration cut off is 45 min before the scheduled start of the race. After that time you start at the rear. Any driver missing the draw will start at the tail end of the last heat and will now receive any passing points for that event.

**Line Up:**

- a: If a car is unable to start the race, all cars behind that car's position will advance one position.
- b: Cars entering the track on the parade lap will start at the rear of the field, regardless of their qualifying position.

**False Start:**

- a: If a car moves out of position or jumps, before the green flag is thrown, the race may be yellow flagged and a miss start declared, putting the driver and/or drivers involved back two rows. If they do it again, then they will be put to the rear of the field.

**Push Starts:**

- a: All cars receive one push start, any additional re-pushes while on the race surface, results in starting at the rear of the field.

**Restart Rules:**

When a race is stopped after the completion of at least one lap, cars shall be lined up in the order in which they were running at the completion of the last full lap before being stopped. The cars causing the stoppage shall start at the rear of the lap they were on. If a car caused two stoppages (yellow flags) in the same race will be sent to the pits. Any car that stops for ANY reason goes to the rear of the lap they were on - NO EXCEPTIONS!

All cars will stay in a single file nose to tail until they have passed the cone. As you approach the flag stand, the flagman will give the leader a one lap to go signal. A leader must pick up the pace as he approaches turn three, when the leader has reached the cone, he may accelerate to full racing speed and each and every car behind him may do so also, but cannot pass the car ahead of them until they have passed the cone. At no time will the leader slow down prior to the cone or he will be sent to the tail end.

**Causing Two Stoppages**

If a car caused two stoppages (yellow or red flags) in the same race, the car will be sent to the pits.

**Driver Changes: GF Sprints & NOSA**

NO driver changes. In the event of a wreck in practice laps or hot laps, etc, a driver may change cars if he has one and not run in an official race. Points will always go with the driver. The driver does not have to hot lap the car he races with. If a driver has a racing accident and cannot continue with the original car, he is done completely for the night.

### **Tire Changing Rule**

Tire changing will be allowed in the B-Main and Feature only. Any driver in need of a tire change will receive three minutes to change a tire by entering the tire changing area by any means on a yellow flag.

If you stop on the track to cause your own yellow, because of a flat tire, you do not get three minutes, however, you may change it in the tire change area, but the car must be back out on the track before the pace car leaves the track. As soon as you get into the pits have someone get an official ruling on going back out.

If you enter the tire change area, you will re-start at the rear of the lap you are on. You must be back on the track before the pace car leaves the track. The flagman will wait for no one. If you enter the pits on a green flag you will be disqualified. If you enter or re-enter the track on a green flag, you will be disqualified.

### **Fuel Stops**

Fuel stops will only be made in the event of extended caution periods where the race is extended beyond reason. Put enough fuel on to run the whole race! A fuel stop will be to the discretion of NOSA officials.

### **Impound**

The top three cars will be impounded at the scale after each feature race. The impound area for each track will be determined at the pit meeting if there is no scale. It is each drivers responsibility to know where the impound area is. If the driver bypasses tech for any reason, or fails tech the driver will receive last place points and last place pay. If a driver is found to have the wrong tire after the heat, before the feature, the driver receives last place points for his heat and will be lined up with those points for the B-Main if more than 24 cars or the A-Main if 24 cars or less.

### **Rain outs or Race Event Interruptions**

If a rainout or race event interruption occurs, when at least half the laps in, the race shall be called complete. When half the laps of the feature event have not been finished, the race will be restarted the next race date. **[If there are any wrecks before a rain out situation all cars can run when the race is restarted if no laps were list by the wrecked car]**

\*\*\*If the event is not rescheduled, points will only be awarded if all heat races have been completed. Heat race points will be awarded.

\*\*\*No show points will be awarded unless a heat race has started. If a show is rained out or cancelled prior to the start of a heat race, no show points will be awarded. All drivers in attendance will receive show points if a heat race has started.

\*\*\*If a driver is not present during the originally scheduled event, they may participate in the rescheduled event by starting tail end of the Feature of B-Main (if one is required) **Provided the field is not full.**

**Competition Committee:**

A Competition Committee will consist of the Competition Directors, Todd Graham, Wes Rosinski and two drivers will be appointed at each race by way of a pill draw from all drivers present. The Committee will be in charge of any altercations, tech, etc. The Competition Directors will choose a designated area to discuss the altercation with only the drivers involved and Officials.

**Flag Procedures**

**Green Flag** - The race is officially started when the first green flag has been given. If you spin out after the green flag drops but before the first lap is complete, you will go to the rear of the field.

**Checkered Flag** - The race has officially ended and all cars must pass underneath the checkered flag for it to be scored on the last lap. If a yellow or red flag comes out during the white flag lap, the track will be cleared and the race will be re-started with the green flag, then White, and Checkered. In the event of a yellow or red flag after the lead car has received the white flag, the race will restart if the cars involved in the accident have not taken the white flag. In the event that the cars involved in the accident have taken the white flag, they will be scored as the last car on the lead lap. If a yellow or red flag comes out after the leader has taken the checkered flag, the race is over.

**Red Flag** – Stop immediately, Drivers are hereby instructed NOT TO PASS THE SCENE OF AN ACCIDENT OR THE PATH OF THE SAFETY CREW. Any driver passing the accident or the path of the safety crew will be sent to the pits for the remainder of that event.

THERE WILL BE NO GEAR CHANGING ON A RED FLAG THERE WILL BE NO FLUIDS ALLOWED ON THE TRACK OR TO BE ADDED TO A CAR ON A RED FLAG.

You may go to the tire change area on a red flag, but will re-start at the rear of the field. All drivers must be ready to race one minute from the time the red flag is replaced by the yellow flag. If you are not race ready, you will re-start at the rear of the field. **You may not change helmets or tear offs on a closed red flag, if needed you must go to the pits and restart in the rear.**

**Yellow Flag** - Proceed with caution, the track may not be clear, or a restart is needed. Continuing to race after you have seen the yellow may cause you to be sent tail end. Stopping for any reason other than safety reasons will cause you to be sent tail end. Any driver causing a yellow flag at anytime - even in the first lap - will be sent tail end of the lap you are on. Any driver causing two yellow flags at any time - even on the first lap - will be sent to the pits. Stopping for any reason on a yellow flag will cause you to start tail end of the lap you are on. Example: You cause a yellow, you are on the lead lap, you line up ahead of the lapped cars. You are down one lap, you line up ahead of the cars two laps down. **You may not change helmets or tear offs on a closed red flag, if needed you must go to the pits and restart in the rear.**

**Line Up After A Caution** - All lapped cars will receive one lap back per caution, and will line up one lap down, two laps down etc. behind the cars on the lead lap. Example: A car one lap down will now be on

the lead lap and a car two laps down will now be one lap down. Two or three laps later another caution comes out, the cars that were originally two laps down are now on the lead lap and the cars that were three laps down are now one lap down.

**Blue Flag w/ Yellow Line** - This is the move over flag. It is to make you aware that faster traffic is about to overtake you. You must hold your position on the track.

**Black Flag** - This means that you have been disqualified from the race. Any driver ignoring the flagman, or causing an un-safe situation may be black-flagged. You must leave the track in a safe manor, as quickly as possible. Any car being lapped consistently by the field may be black-flagged at the flagman's discretion.

### **Heat Races**

The car count at the close of the draw will determine the number of heats to be run. Heats will be 10 laps. Heats will not be larger than 10 cars or fewer than 6 cars when possible. 10-20 cars will allow for 2 heats, 21-30 cars will allow for 3 heats, with 31 or more allowing for 4 heats. The NOSA Competition Director or NOSA Official will be responsible for the final decision regarding the number of heat races to be run. The heats will be lined straight up, according to the draw. Low number will start on the pole of heat 1, next low number starting on the pole of heat 2, etc. filling the line-up until all cars are accounted for. Cars will be scored by the lineup on the last parade lap.

\*\*\*See attached Grid for Passing Points awarded for the Feature Lineups

### **B-Main**

When the car count exceeds 24 cars, a B-Main will be run. The top 20 point earners from the heats will automatically qualify for the A-Main event. Those cars not qualifying through their heats must qualify through the B-Main event. The B-Main event will be lined straight up according to the points earned from the heat events. The driver with the highest heat race points will start on the pole. The top 4 finishers in the B-Main will line straight up, filling the remaining 4 places in the A-Main. The B-Main will be 12 laps. When a driver runs the Feature race and the B-Main, he/she will only be awarded Feature points, not a total of both Feature and B-Main races.

### **A-Main/Feature**

The Feature event will be 25 laps consisting of no more than 24 cars, unless otherwise determined by the Competition Director prior to the start of the heat races.

#### **Feature Line-up: Straight Up/Inversion**

The Feature event will be lined straight up according to the points earned in the heat races according to the Feature Line Up Grid. At the end of the final heat, the winner of the first heat, being witnessed by a track or NOSA official, will flip a coin to determine whether the first eight positions in the feature event will be inverted. A heads coin flip will result in a straight up start. Tails will result in an inversion. The

remaining 16 qualifiers will line straight up according to points established through the Feature Line Up Grid. In the event of a tie in points, the driver earning the points first will be placed ahead of any subsequent driver earning the same number of points. Ex: a driver earning 30 points in the first heat will be placed ahead of a driver earning 30 points in the second heat. When a B-Main is nm, the four transferring cars will fill the remaining 4 positions according to their finish in the B-Main event.

**\*\*\*\*FEATURE LINE UP GRID (non-Grand Forks)**  
**(Based on results of heat races to configure feature line up)**

		<b>HEAT RACE START</b>														
<b>HEAT RACE FINISH</b>		<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>
	<b>1</b>	100	105	110	115	120	125	130	135	140	145	150	155	160	165	170
	<b>2</b>	91.5	93	98	103	108	113	118	123	128	133	138	143	148	152	157
	<b>3</b>	83	84.5	86	91	96	99	104	109	114	119	124	129	134	139	144
	<b>4</b>	74.5	76	77.5	79	84	89	94	99	104	109	114	119	124	129	134
	<b>5</b>	66	67.5	69	70.5	72	77	82	87	92	97	102	107	112	117	122
	<b>6</b>	57.5	59	60.5	62	63.5	65	70	75	80	85	90	95	100	105	110
	<b>7</b>	49	50.5	52	53.5	55	56.5	58	63	68	73	78	83	88	93	98
	<b>8</b>	40.5	42	43.5	45	46.5	48	49.5	51	56	61	66	71	76	81	86
	<b>9</b>	32	33.5	35	36.5	38	39.5	41	42.5	44	49	54	59	64	69	74
	<b>10</b>	23.5	25	26.5	28	29.5	31	32.5	34	35.5	37	42	47	52	57	62
	<b>11</b>	15	16.5	18	19.5	21	22.5	24	25.5	27	28.5	30	35	40	45	50
	<b>12</b>	6.5	8	9.5	11	12.5	14	15.5	17	18.5	20	21.5	23	24.5	26	27.5

**Point System:**

Points will go with the driver of the car. The driver will receive the higher of the points, between either the heat race or the B-Main, before entering the feature. If a driver fails to qualify for the feature after participating in the B-Main, the driver will receive the higher point total from either the heat race or the B-Main, not a total of both. **RCS and NOSA points will begin with the first race of the season and end with the last race.**

**Non Grand Forks Race Points**

Points will be awarded at all River Cities Speedway events on the following basis. Points will be doubled on all out of town events.

**Show Points**

There will be 10 show points awarded to any driver attending a race event.

**Throw Out Races**

Each driver will be allowed 2 throw out races per year.

**POINTS AWARDED**

Points will be awarded at all NOSA Sanctioned events on the following basis.

**Heat races:**

- 1st -10 pts
- 2nd - 9 pts
- 3rd - 8 pts
- 4th - 7 pts
- 5th - 6 pts
- 6th - 5 pts
- 7th - 4 pts
- 8th - 3 pts
- 9th - 2 pts
- 10th -2 pts

**Consolation races:**

- 1st - 5 pts
- 2nd - 4 pts
- 3rd - 3 pts
- 4th - 2 pts
- 5th - 2 pts
- 6th - 2 pts
- 7th - 2 pts
- 8th - 2 pts
- 9th - 2 pts
- 10th - 2 pts

**The Feature Race:**

- |              |               |
|--------------|---------------|
| 1st - 35 pts | 13th - 22 pts |
| 2nd - 33 pts | 14th - 21 pts |
| 3rd - 32 pts | 15th - 20 pts |
| 4th - 31 pts | 16th - 19 pts |
| 5th - 30 pts | 17th - 18 pts |
| 6th - 29 pts | 18th - 17 pts |
| 7th - 28 pts | 19th - 16 pts |
| 8th - 27 pts | 20th - 15 pts |
| 9th - 26 pts | 21st - 14 pts |
| 10th -25 pts | 22nd - 13 pts |
| 11th -24 pts | 23rd - 12 pts |
| 12th -23 pts | 24th - 11 pts |

All remaining cars receive 11 points

## ***River Cities Speedway Sprint Car Point Average System***

A point average system will be used for all regular weekly events. A three-week point average will be used for line up of both the heat races and the A Main Feature. (See example)

The numbers of the invert in the A Main are as follows:

Two Heats – 8

Three Heats – 9

Opening night – Draw for heat races, redraw for feature.

Mid Season and Track Championship – Heats are lined up with top points on pole, no invert and straight line up in Feature as qualified with no invert.



## **River Cities Speedway Sprint Car**

April 2012

Re: Clarification of Point Average Calculation (Sprint)

It is a 3 (three) event point average, not a personal 3 (three) week average.

See example below:

<b>Racer</b>	<b>20-Apr</b>	<b>27-Apr</b>	<b>4-May</b>	<b>11-May</b>	<b>18-May</b>
<b>John</b>	55	53	20	0	0
<b>Joe</b>	53	55	0	0	0
<b>Bill</b>	20	0	30	0	20
<b>Frank</b>	0	0	40	30	55

Point average for race date May 25<sup>th</sup>

**John - 20** (20 ÷ 1 = 20)

**Joe - 0** (has no point average – starts in the rear)

**Bill - 25** (50 ÷ 2 = 25)

**Frank - 42** (125 ÷ 3 = 41.66)

# Addendum B Retaliation Rules

River Cities Speedway  
August 02, 2010 Retro-Active to June 30, 2010

means (ie) car or physical contact will not be tolerated starting June 30, 2010.

## Penalties

- 1<sup>st</sup> Offense - \$250.00 fine and 1 year probation
- 2<sup>nd</sup> Offense - \$500.00 fine, 1 year probation and 2 weeks suspension

All RCS officials, owners, workers being touched by any person

- 1<sup>st</sup> Offense - 1 month suspension
- 2<sup>nd</sup> Offense - 1 year suspension

UPDATED  
05/15/13

## Addendum A

### River City Speedway Rules 2013 All Classes

#### All Classes:

1. If you do not make your heat, please speak to Lon Kvasager, Wayne Anderson or Dan Grundyson. If you have a verifiable reason you can start in the last heat tail end.
2. All cars nose to tail only, original starts, heats and restart cars that get out of line will be scored 2 spots back at the end of the race. Jump starts, 2 spots back, 2<sup>nd</sup> time to rear.
3. Close all gaps or start in rear.
4. After you pass the checkered flag you just make one slow down lap before going off on turn one
5. Exit and enter the track only on the 1<sup>st</sup> and 4<sup>th</sup> corner. **No going over the top to enter or leave the track!** If you are at the rear for this race then you will be scored 5 spots back at the end of the race.
6. If you have 2 wheels off the track you may pull the car back on -3 or 4 wheels off and a yellow will be thrown. You must re-enter on the #4 corner or a black flag will be thrown.
7. The car on the outside on the top of the track has the right of way. The car below must turn down or back off. If you push the outside car off, you will be given a black flag.
8. Failure to follow the instructions on original lineup and restarts will result in the car being scored back at the end of the race the same amount of spots by not starting in the correct position. **The second you are told or signaled to move into your proper starting spot and you do not move, you will start at the rear.**
9. If you race on the incline of the berm you will be scored 2 spots back at the end of the race. (Example: the winner would be scored third) I will be watching and hope I do not get any names. If this doesn't work we will back a vertical cut one foot deep. We do not like to do this as it wrecks cars.
10. No line on the track is sacred to any one car.
11. Rough driving. If you shake someone loose by tapping on the rear or any other means to pass then, you will be scored back the spot gained at the end of the race. We realize there are accidents and take that into consideration. For intentional or reckless driving, you will be scored 1 to 5 spots back. The black flag will be used if necessary.
12. There will be no bumping or competitors cars after the race, physical force or paybacks. The penalty will forfeiture of monies or points for the night. The 2<sup>nd</sup> offense will be a \$250 fine in addition to the forfeiture of monies and points.

13. If you go off the track for a tire change, don't waste time wondering if you can do it. Get it done! **Heat tire change: we will not wait.** Notify Dan G or an official if he is not available right away and he/they will call Lon or Wayne to see if the car can come back on. You **MUST** have approval to go back on the track and only if it's before the restart will it be allowed. All cars that have been in the pits must then restart at the back. **Feature Tire Change or repairs:** if you are in an accident with another car you have 3 minutes to complete the work. The same rules as the heat apply, if it is not you yellow. As soon as you go in for anything get an official with a radio for ruling. If you run the rope, whether it is up or down, **you will forfeit all monies and points for the night.**
14. **NO ONE CAN USE THEIR 4-WHEELERS OR ANY MOTORIZED VEHICLE EXCEPT TO RESPOND TO AN OPEN RED FLAG WHEN THE ROPE IS DOWN. THE 4-WHEELER MAY ONLY GO TO THE TOP OF THE TRACK AND PARK.**
15. The East and West observation towers are off limits to all people except RCS Officials and Press. All others will be fines \$100 for the first offense, \$200 for the second offense and \$300 PLUS a 2 week suspension for the third offense.