



2025 Pro Late Model Event & Race Procedures

Event Procedures:

All late models must pre-tech prior to practice on Friday. Tech will be open on Thursday for late model teams to pre-tech if they wish. Remaining cars will pre-tech by assigned times on Friday. Super Late Models will begin at 10:30/Pro Late Models will begin at 12:30. All issues must be fixed and checked off with tech before the end of your final practice.

All pro late model teams must purchase a minimum of 10 gallons, supers 20 gallons of fuel prior to qualifying.

Transponders are required to be on the car, in designated spot, anytime car is on the track. Transponders must be returned post race in working order or face possible penalty.

Tire Procedures:

Tires will be placed in stacks and the stacks will be numbered. Stacks will consist of even amounts of right side and left side tires. Teams will draw number and that will be the stack the team receives. There will be a limited amount of tires available to swap.

Thursday super late model teams will draw for practice tire stacks at the crew chiefs meeting. Pros will draw at the tire building..

Each Late Model team will be allowed to purchase eight (8) practice tires for this event.

Eight (8) race tires will be allotted for Supers to use during the feature. Four (4) race tires will be allotted for Pro Late Models to use during the feature. All tires for scheduled use during the feature must be purchased and marked at the event from the designated dealer and be placed in impound. You will be allowed to have four extra scuffed tires behind your pit for emergencies if approved, but they must have been purchased and marked during the race weekend. Emergency spares do not have to stay in impound. You must start the race on the tires on which you qualified. Teams **MUST** qualify on sticker tires purchased and impounded over the weekend. Super late models can scuff race tires during final practice.

Super Late Model race tires can only be changed under a controlled caution period. A maximum of four (4) tires may be changed or moved per caution period. Teams may change a flat tire during the race without counting against their total tire allotment, but the flat tire must be inspected **before** being touched by a crewmember and the team must have approval from officials **before** changing it. Once the race starts, teams that start the race with emergency tires in their pits may not get tires from another team. Officials will inspect and inventory the tires you have in your pits before and after the race, as well as track your usage during the race. We will not tolerate any attempts to circumvent these rules. Any violations in tire procedures will result in a 2-lap penalty per tire.

Qualifying Procedures:

Qualifying procedure will consist of green first time by then white, checkered. If you have an issue prior to taking white you will be placed on a 5 minute clock. Must be rolling to stop and go when clock expires. Once you take the white flag that is your only attempt to qualify. The race tire drawing on Thursday will determine qualifying order. Fast Qualifier will have the choice to start inside or outside of front row.

Pro Late Model Starting Field: 1-32 from qualifying with a 0-10 invert. If promoter elects to start all cars, without additional starters, qualifying will determine the entire starting line-up. Promoter can add additional starters. Pit stalls will be first come.

2025 Governor's Cup Pro Late Model Race Procedures

Event: The race is 100 green flag laps. A mandatory caution will be displayed after 50 consecutive green flag laps. If a yellow flag is thrown once the leader has taken the white flag there will be a green, white, checker restart. The event is completed after three g/w/c attempts.

Initial Start: Flagman starts the race. Cars must stay in their lane until the finish line. If a green flag lap is not completed on the initial start, there will be a total restart with all cars back in their original starting position except for any cars that are penalized, receive assistance or cars that pit.

Yellow Flag: There will be no racing back to the caution. When the yellow flag is displayed, all cars must slow to a caution pace and bunch up as quickly as safety allows. All cars must get single file and stay single file. Lineup disputes will be settled by race control. No scuffling around workers on track. You will receive one warning, any further issues and you will be parked for the remainder of the event.

Cars Involved in Caution: Only car(s) directly involved in bringing out the caution will go to the tail of the field. Any cars that spin or stop but were not directly involved with the initial cause of the caution, will get their spots back if they do not receive assistance or go to pit road. Rough driving will not be tolerated. If contact with a car causes a yellow flag and the contact is not a "racing incident," that car will also be sent to the tail. Rough driving, at any time, can result in penalties including being sent to the tail of the field or possible disqualification from the event. If you stop on track or intentionally create a caution you will lose a minimum of two laps naturally or by penalty.

Pitting Procedure: You must stay single file behind the pace car during the cautions unless you are coming to the pits. Only traditional tools and procedures may be used during a pit stop. A maximum of 5 crew members allowed to service the car. Crew cannot go to their car until it is completely stopped in their pits. The pit road speed limit is 35 mph, if a car goes over the limit, penalty is a stop and go. You must pit on pit road for all service. If you go to the garage area you will be done for the event.

Restart: Field will be set based off last completed lap. Restart Line-up will be lead lap cars that did not pit followed by lead lap cars that pitted a. Lap cars will line up behind lead lap cars followed by cars under penalty with free pass on the tail. Restarts will always take place in the box coming off turn 4. The restarts will be double file and will use the choose rule described below for restart lineup. Field will choose at designated point just past finish line when instructed to by race control. Once the pace car leaves the field the leader can steadily increase their speed until the box. The leader must accelerate first once in the box. No slowing, weaving, brake checking or decrease in acceleration once the pace car leaves the field. **The MINIMUM restart speed is 45 mph.** Cars must stay in their lane until the finish line. No jumping a start or passing before the start finish line.

Choose Rule: On restarts, the lead car remains out front while all others line up single file behind the leader. Drivers will be notified by the flag man and race director that drivers will choose this lap. The leader has the option to choose either lane (high or low) and stay in that position. All cars behind the leader must choose the high (outside) or low (inside) lane for their restart. Drivers must select a lane upon reaching the cone and must stay in that lane until the green flag is displayed. Changing lanes after choosing will result in restarting at tail of longest line. Cars may gain positions by selecting the shortest lane.

Red Flag: All cars must stop as quickly as safely possible when the red flag is displayed. Cars may go to the pits for crews to work on them, only after the spotter official has given them permission to do so. Cars pitting under red must restart at the tail of the field.

Black Flag: Cars that receive the black flag must go to pit road immediately. If you do not go to pit road within 3 laps, your scoring will stop until the situation is rectified. Check with your spotter for guidance from race control.

Free Pass: At the time the caution comes out, the first car behind the leader 1 lap down will be deemed to be the Free Pass (If free pass is the cause of the yellow then it would go to next car in line). Free pass will stay in their position throughout the caution period (Free Pass may pit if they elect to), until directed to pass the pace car or drop to the tail of the field and have your lap added manually. No free pass will be awarded unless a green lap is completed or in the last 10 laps of the event.

Slow Cars: Slow cars to the bottom in presence of lead lap cars during the race. Lapped cars that create problems for lead lap cars may be penalized. Lapped cars should let the leaders go by on the outside and then resume racing. Cars fighting to stay on the lead lap are not forced to yield until they have been passed by the leader.

Scoring: Transponders will be used for scoring. Teams must return the transponder to a scoring official before leaving pit area...There is a \$400 PENALTY for failure to turn in your transponder.

Spotters: Spotters are required to be in the designated spotters stand during racing activities. Only one spotter per team is allowed in the spotter stand, no guest. Spotters must have the ability to listen to race control via a standard electronic scanner or dedicated radio at all times during the event. The frequency is 468.8625. Drivers should keep your spotter's patient and polite; spotters keep your drivers the same. Tower will be monitoring during the race. Spotters must be respectful to officials and spotters at all times. If the spotter leaves or is removed from the spotters stand car will be parked.

Post-Race: The top three finishers go to the front-stretch immediately following the completion of the race. Fourth and fifth go straight to tech. Other cars may be requested to go directly to tech. Driver must drive car to tech after victory lane.

(Please Note: Race officials have the right to alter the rules or procedures at their discretion for cause or to ensure fair competition.)