



SUBJECT TO CHANGE

2023 WORLD SERIES of ASPHALT STOCK CAR RACING RULES & PROCEDURES

- **It is the responsibility of the driver and crew chief to make sure your crew members have read and understand the following procedures. Please put a copy of these procedures and the race schedule in your trailer in a place where crew members can refer to it during your stay. Schedule is available at the pit office.**
- **Teams must check in each day at the pit office so that the track knows that you plan on racing that day, this is mandatory and if you don't and you decide to race you will start at the rear of the field.**
- **Drivers it's your responsibility to know what's going on each day, be at the Drivers Meetings.**
- **Lights will be turned off 2 hours after the last race for that evening.**
- **Pit gate will be locked when lights go out and only walk thru gate will be open to those with armbands.**

Alcoholic Beverages

- **It is forbidden to consume any alcoholic beverages in the pits during any race event.**
- You MAY NOT go to the grandstands and consume alcohol and return to the Pits.
- GLASS BOTTLES ARE NOT ALLOWED IN THE PITS AT ANY TIME.
- Violations could mean immediate expulsion from the Pits as well as disciplinary action not limited to a two (2) week suspension and/or a minimum **\$250.00** fine. This applies to the Driver/Car Owner and any person(s) deemed to be associated with his/her car at the discretion of Officials.

Licenses

- **All drivers are required to have a valid 2023 NASCAR license to race.**

Pit Road Procedures

- Pit locations are not assigned.
- **No camping out on pit road during practice (cars, tents pit boxes etc.). You may use pit road during your practice session only.**
- Cars located in the infield can only enter pit road from the entrance directly opposite the technical building.
- Cars can exit pit road at the first opening once you come off of the track or the exit that is towards turn one.
- Cars needing to go to their location on "the hill" can only cross the track in the middle of the back straightaway. All cars that are located on the hill or outside the track on the back straightaway must enter the track only from the turn four opening **except prior to qualifying so that track stays clean, cars must then only enter from back straightaway.**
- **UNDER NO CIRCUMSTANCES DO YOU ENTER PIT ROAD FROM THE TURN 4 ENTRANCE OF THE INFIELD.**

Practice Procedures

- **WHEN SAFETY WORKERS OR OFFICIALS ARE ON THE TRACK NO SCUFFING TIRES AROUND THEM WILL BE ALLOWED OR YOU WILL BE PARKED, THIS IS YOUR WARNING.**
- Practice schedules will be available every morning at the pit office. Practice will go strictly by the schedule.
- **THE PA SYSTEM WILL NOT BE USED FOR CALLING YOU FOR PRACTICE, SEE SCHEDULE WE WILL FOLLOW IT.**
- A maximum of fifteen cars at a time will be on the track during practice. Cars may be "fed in" or held for second practice session immediately following depending on the number of cars in the class. Cars that are sent on to the track during practice while cars are at speed must ingress onto track after clearing turn 2.
- Any car that does not follow this procedure will be immediately black flagged and sent to the pits for an official to remind the driver of what the procedures are and placed at the rear of the line of cars waiting to practice.
- Cars that are based on the "hill" outside of turn 3 and 4 will be rotated as first or second group on the track based on numbers shown.
- **All teams must monitor race control any time their car is on the track with scanner or stand-alone radio.**
- **THERE WILL BE ABSOLUTELY NO (I NEED A LAP) LAPS ALLOWED ONCE PRACTICE IS COMPLETED.**

Qualifying Procedures

- **All individual qualifiers will receive a dead lap the first time by, then green, white, and checkered.**
- **Many divisions practice sessions will also be their group qualifying, your fastest lap turned in that practice session will also be your qualifying time.**
- Once you have taken the green flag, you have an official time. No re-qualifying.
- Non-qualifiers will start on the rear.
- **Invert will be 3, 4, 5, 6, 7, 8 on all features under 100 laps, Invert for 100 lap events will be 4, 5, 6, 7, 8, 9, 10.**
- Qualifying order is done at the pit office by draw every day.
- Divisions not qualifying will Invert from previous night's finish.
- Cars must go thru pre-qualifying tech if scheduled to and will proceed directly to pit road to the corresponding qualifying number on the outer pit road wall.

- Car can only be jacked up at end of concrete pad before safety cone across from tech shed entrance. Once car has been thru tech the only item that can be checked is tire air pressure. Any other alterations will be penalized with slowest of 2 qualifying laps and will have to go thru qualifying pre-tech again.
- Any car that goes thru pre-qualifying tech and found to have a problem will have 1 attempt to fix the problem before being penalized with slowest of 2 qualifying laps. If you fail to make it before tech closes 10 minutes prior to qualifying begins you will not be allowed to qualify unless approval has been given by technical official beforehand.
- Four (4) crew members, air tanks, and air gauges are the only tools allowed during qualifying, no push vehicles or other equipment other than previously listed will be allowed on pit road.
- Individual Qualifying will consist of one to go, green, white, then checker. No team members will be allowed around the cars once qualifying is completed, however Driver must stay with car at all times until qualifying is completed.
- Teams are responsible for scuffing their tires during the regular practice sessions. *No scuff sessions.*
- **WE ARE AT THE SCALES ALL DAY, THERE IS NO EXCUSE FOR HAVING THE WRONG WEIGHT ETC.**
- **DO NOT START ENGINE UNTIL YOU HAVE EXITED TECH SHED.**
- **DRIVER STAYS IN CAR WHILE BEING PUSHED OFF OF SCALES.**

Impound Race Qualifying Procedures

- Once car is on track for qualifying run two (2) team members may go to car when it returns, air pressure check, stagger check (without jacking of car) and tape removal only allowed.
- Any car taken out of impound will have to start at the tail of the field.

Spotters

- Spotters are mandatory for Super Late Models, Pro Late Models, Tour Modified, Pro Truck, 602 Modifieds and Modifieds.
- **All spotters must monitor race control by scanner, standalone radio or raceceiver at all times during the event.**
- Spotters are required in the designated spotters stand during their race.
- Spotters must have the ability to monitor race control by scanner or stand-alone radio at all times during the event.
- **The frequency is 468.8625.**
- Spotter must have their team's car number in full view on back of headset.
- **If a spotter is not on the spotters stand prior to the race starting or leave during the event the car will be black flagged and held in the pits until the team spotter is in the designated spotters stand.**

Tires

- **NO SOAKING OR ALTERING TIRES IS ALLOWED.** Any tires found illegal will be confiscated and team will be escorted off property or disqualified and start at the rear of the field for that night's race and must purchase a new set of tires. During a tire impound race you cannot change a tire unless it is flat and approved by an official.
- The tires you qualify on must be the tires you race with that night.
- **New Smyrna Speedway will randomly send tire samples for laboratory testing during the week.**

Tire Impound Procedure

- Tires will be released from the impound area to teams prior to qualifying.
- If at any time an official finds a discrepancy in how a team handles the tire procedure this will cause that team to be disqualified or a minimum of having the tires in question confiscated and the team having to purchase a new set.

Payouts

- **Payouts will be on the same night as the race in the back of lounge grandstand side for 1 hour after the last event is completed. Please pick up your money on a nightly basis.**

Notes

- Nobody is allowed on top of haulers that are in the infield unless you have a rail. All lights must be off if they interfere with viewing the race from the grandstands.
- **No one is allowed on the viewing stand that is located by the Quarter Midget Track.**
- **EMS is located on the inside of turn four if you need assistance from EMS when on track and are going to go down pit road stop at the first entrance.**
- Oil Drain tank is located at the center of the lower pits at the middle intersection and on the hill.
- All races all classes are allowed one pound per lap after the race.
- If team goes to a backup car, car will have to go thru full technical inspection prior to practicing, qualifying and racing.
- **ABSOLUTELY No personal vehicles will be allowed inside the back gate.**
- **No antifreeze is allowed. If found in car \$100.00 Fine. Water wetter or similar is allowed.**
- **Anyone injured during the course of the racing program MUST notify the track EMS/EMTs and provide all required information prior to leaving the premises on that date in order to be eligible for any insurance benefits.**
- **Notifications made after that date will not be accepted and the insurance eligibility will be forfeited.**

- If you are injured and you put in a claim for Insurance or have an Injury visible to officials, you will be required to provide a Doctor's Release before you will race again.
- Doctor's Release must state that you are cleared to compete in stock car racing.
- ANYONE INJURED WHILE FIGHTING IS NOT COVERED BY TRACK INSURANCE.

ATVs/Golf carts

- Please watch your speed in the pits including ATVs, No one under sixteen is allowed to operate an ATV, golf cart bicycle etc. in the pits.
- All ATVS must have the team car number displayed and Decal from pit gate.
- No ATVS/Golf Carts allowed on pit road once the track goes green.

Transponders

- All transponders will be issued and turned in at the pit office only.
- Transponders must be on car per diagram at all times or you will be black flagged.
- You keep transponders unless told in drivers meeting to turn in that night.

Social Media

- Everyone must be aware that posting in social media is like speaking into a live microphone. Media outlets, potential new sponsors and fans can and quite often do pick up on social media comments. Be aware all teams and speedways depend on their sponsors to race weekly.
- Therefore, we request all competitors, and their teams respect the value of ours and your fan base and sponsors. By the time an offensive post or tweet shows up, it is too late to stop the spiraling effect for the Competitor and or the Speedway. You may feel that you cannot control the comments made in support of your initial comments, but that is not the case.
- Negative social media in any form posted about the above Speedway, Speedway officials and/or Competitors and their Crews will not be tolerated. Depending on the severity of the incident, fines or suspensions may be assessed. We request you to partner with us by speaking with your entire team of this newly adopted policy."
- *****It is HOWEVER all of our goals to personally address any issues or concerns you, your team or your sponsors may have in a professional and respectful manner for resolution. Please note we as Racetrack Owners/Promoters have a newly created a FB Group to discuss, communicate and address any and all negative social media posts. Again, we ask you and your team to partner with us to preserve, protect and promote short track asphalt racing in Florida. We thank you in advance for this consideration and look forward to seeing you at the races.

Race Points: (Deduct 2 points per position through the field)

1st	50 pts
2nd	48 pts
3rd	46 pts
4th	44 pts
5th	42 pts
6th	40 pts
7th	38 pts
8th	36 pts
9th	34 pts
10th	32 pts
11th	30 pts
12th	28 pts
13th	26 pts
14th	24 pts
15th	22 pts

Thank you for being a part of the Annual World Series of Asphalt Stock Car Racing

RACE PROCEDURES

Initial Start

The green flag will be displayed when the pole sitter fires first in the start/restart area in turn 4. If the pole sitter does not fire in the start/restart area, the green flag will be displayed to the entire front row. Cars must stay in line through the finish line on all starts. No jumping a start or passing before the finish line. If a green flag lap is not completed, there will be a total restart with all cars back in their original starting position except for any cars that are penalized or cars that pit.

Re-Starts

*Restart Line-up will revert to the last completed lap with any penalized cars or cars that pit, going to the tail. Lead lap cars will be placed in front of lapped cars under yellow. The green flag will be displayed when the leader fires first in the start/restart area in turn 4. If the leader does not fire in the start/restart area, the green flag will be displayed to the entire front row. In the event that an initial start or restart is called back, the front row will be assessed a warning. If another start infraction occurs, car(s) will be sent to the tail of the field. The restarts will be double file with lead lap cars in front of lapped cars. Cars may choose the inside or outside lane in the order they are running as they approach the choose area before the flag stand at one to go. If a car strikes the choose area, that car must restart at the tail of the longest line. Cars may not change lanes after passing the choose cone, you will be black flagged. No slowing, weaving, brake checking or decrease in acceleration once the pace car leaves the field. If a green flag lap is not completed before a yellow comes out all cars should go back to their prior position except for anycars that are penalized or cars that pit.

Yellow Flag

- There will be no racing back to the caution. When the yellow flag is displayed, **the field is frozen**, and all cars must hold their position. All cars must slow to a caution pace and bunch up as quickly as safety allows so safety crews can work on track. All cars must **get single file and stay single file**.
- Line-up will revert to the last completed lap.

Red Flag

- All cars must stop as quickly and safely as possible when the red flag is displayed. Drivers may go to the pits for crews to work on their cars, but only **after** the officials have given them permission to do so.
- All cars that go to the pits under red must re-start at the tail of the field.

Slow Cars

- Slow cars must stay on the bottom in the presence of lead lap cars during the race. Lapped cars that make problems for the lead lap cars, that have no legitimate shot of getting their lap back, will be penalized. Lapped cars should let the leaders go by on the outside and then resume racing. Lapped cars that fail to stay low and are repeatedly passed on the inside during the race may be penalized. Cars fighting to stay on the lead lap are not forced to yield to the leaders until the leader has passed them. Slow cars that are unable to run at a competitive speed will black flagged at the discretion of the Race Director.

Cars Involved in the Caution

- Only the 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 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.
- The race director exclusively will be responsible for determining responsibility for the caution and any cars that may be penalized by moving them to the tail.
- Drivers not allowed to get out of car until safety workers arrive unless it is a safety issue if you get out and approach another car or driver it will result in a penalty.
- At no time should a driver or crew member (s) approach any portion of the racing surface or apron.
- At no time should a driver or crew member approach another moving vehicle.
- All vehicles not involved in the incident or that are able to continue afterwards should slow down and follow any directions given by safety personnel or track officials.

Pitting Procedure

- You must stay single file behind the pace car during the cautions.
- All cars that go to the pits under yellow must re-start at the tail of the field.

Pit Road Speed

- The pit road speed is 35 MPH for cars on pit road, both entering and exiting. Cars may not pass the pace car at any time.
- No scuffing tire or weaving back and forth on pit road will be tolerated at any time.

Post-Race

- The Top 3 finishers must go to the front-stretch immediately following the completion of the race.
- No crewmembers may touch or work on the car unless they are directed to by officials.
- **Top three cars must proceed to tech and driver must drive car to the scales after victory lane pictures.**