



2024 WORLD SERIES of ASPHALT STOCK CAR RACING RULES & PROCEDURES

General Rules

- 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. **You will not be allowed on track for practice if you have not registered.** Failure to register prior to your divisions qualifying, single car or group, will result in you starting at the tail of the feature event.
- Teams are responsible for picking up and returning transponder to the pit office. You will not be allowed on track without a working transponder.
- *Drivers, it's your responsibility to know what is going on each day, please be at the Drivers Meetings.*
- No ATV's or golf carts allowed on hot pit road at any time. Do not block tech, tire impound, concessions or roadways.
- **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.**
- **The 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 through 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 \$500.00 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 2024 NASCAR license to compete. The NASCAR decal pack must be on the car to compete.
- Licenses are available in the registration office and should be purchased prior to any on-track activity.

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 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.**

Pre-Tech

- All cars must come through tech prior to racing for a safety inspection.
- Tech will be open on Thursday, February 8th for Super Late Model, Pro Late Model and FL Modifieds pre-tech only.
- Any Super Late Model or Pro Late Model cars that do not tech on Thursday will have an assigned tech time on Friday.
- Tech is open everyday to check weight and other items until qualifying tech begins. Make sure you don't have issues post race.
- **DO NOT START ENGINE UNTIL YOU HAVE EXITED TECH SHED.**
- **DRIVER STAYS IN CAR WHILE BEING PUSHED OFF OF SCALES.**

Practice Procedures

- Practice schedules will be available every morning at the pit office. Practice will go strictly by the schedule except for weather issues.
- The PA system will not be used to call divisions up for practice. Please know your practice times and be ready.
- A maximum of fifteen cars at a time will be on the track during practice. Cars may be "fed in" or held for a 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 a scanner or stand-alone radio.**
- **THERE WILL BE ABSOLUTELY NO (I NEED A LAP) LAPS ALLOWED ONCE PRACTICE IS COMPLETED.**

Qualifying Procedures

- **All individual qualifying will be two laps - green, white, and checkered. Some divisions, depending upon conditions, may receive a warmup lap. You will be notified of this daily in the drivers' meeting.**
- Many division practice sessions will also be their group qualifying, your fastest lap turned in that practice session will be your qualifying time.
- Once you have taken the green flag, you have an official time. No re-qualifying.
- Non-qualifiers will start at 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 through pre-qualifying tech, if scheduled, 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 a car has been through 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 through qualifying pre-tech again.
- Any car that goes through 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 a 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 green, white, then checker. Teams will be notified in drivers meeting if different. 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 when permitted. *No scuff sessions.*

Impound Race Qualifying Procedures

- Once the car has qualified 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.
- Cars cannot be taken out of the impound. Safety and mechanical issues will be dealt with on a case-by-case basis. Teams can go to pit stalls when cars are gridded for the start of the event and start at the tail. If you must pull out for anything not approved, you may be subject to penalties including loss of laps.

Spotters

- Spotters are mandatory for Super Late Models, Pro Late Models, Tour Modified, Pro Truck, 602 Modifieds and FL Modifieds.
- Spotters are highly recommended for all other divisions that run radios.
- **All spotters should be able to monitor race control by scanner, standalone radio or raceceiver at all times during the event.**
- Spotters, when required, must be in the designated spotters stand during their race for the car to be able to compete.
- **The frequency is 468.8625.**
- **Spotter must have their team's car number and division in full view on the 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 the 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 penalty for unapproved tire change is 2 laps per tire.
- 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.

Fuel

- Sunoco is spec fuel for the event. Track fuel only allowed. No barrels or drums. No other fuel allowed anywhere on property.
- Fuel can be sampled at any time. Minimum purchase requirements will be in effect for extended races.

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 classes are allowed one pound per lap burn off after the race. There is zero tolerance on left side weight post-race.
- If a team goes to a backup car, the 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 can 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.
- **NO ATVS/GOLF CARTS WILL BE ALLOWED ON FEBRUARY 10TH DUE TO NASCAR MODIFIEDS**

Transponders

- All transponders will be issued and turned in at the pit office only. Failure to turn in a working transponder can result in a \$400.00 fine.
- Transponders must be on car per diagram at all times or you will be black flagged.
- You will keep transponders unless told in drivers meeting to turn in that night.

Social Media

- Everyone must be aware that posting on 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 on 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 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	6th	40 pts	11th	30 pts	16th	20 pts
2nd	48 pts	7th	38 pts	12th	28 pts	17th	18 pts
3rd	46 pts	8th	36 pts	13th	26 pts	18th	16 pts
4th	44 pts	9th	34 pts	14th	24 pts	19th	14 pts
5th	42 pts	10th	32 pts	15th	22 pts	20th	12 pts

Race Procedures

- **Event:** The races are all green flag laps. Track reserves the right to count cautions in certain situations. If a red flag is thrown once the leader has taken the white flag there will be a green, white, checker restart. The event is completed after 3 green, white, checker restarts.
- **Initial Start:** Flagman starts the race. Cars must stay in their lane until the start finish line. No jumping a start or passing before the start finish line. If a green flag lap is not completed on the initial start, there will be a complete 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 so safety crews can work on track. All cars must **get single file and stay single file**. Lineup disputes will be settled by race control. Failure to comply can result in penalties up to disqualification. **No scuffing 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 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 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. Pits open second time by unless instructed otherwise. Pit road speed is 35mph and will be enforced.
- **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 and returned in allotted time. 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 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 start finish line. No jumping a start or passing before the finish line. If a green flag lap is not completed before a yellow comes out all cars should go back to their prior position except for any cars that are penalized, receive assistance or pit.
- **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. Free pass and any car under penalty must restart at the tail of the longest line. If a yellow occurs prior to the completion of a green lap the running order will revert to previous restart prior to drivers choosing unless directed otherwise by race control.
- **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:** (Events 50 laps or more) 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. Free pass must always restart on the tail of longest line until a green lap is completed. 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 will be advised in the drivers' meeting which lane to utilize in the 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 preferred lane and then resume racing. **Lapped cars that are repeatedly passed without giving the preferred lane 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.
- **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. Crews may touch the cars only how and when they are directed to by officials. Driver must drive car back to scales following victory lane ceremonies.

*These procedures will be superseded by any procedures provided during the event

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