

Circus City Speedway 2021 Rules

Race Procedures

- 1. Pill Draw.** Heat race line-ups will be determined by random pill draw. If a driver/team fails to draw a pill they will be relegated to the tail of the heat race and receive only finishing points (no passing points). Pill draw will close promptly at 5:15pm. Call ahead if you are going to be late.
- 2. Hot Laps.** Cars will hot lap with their heat race group. Line-ups will be posted a minimum of 10 minutes prior to hot laps.
- 3. Heat Races.** Heat races will be 8 laps. Heat race line-ups will be straight up. The lowest pill drawn will start on the pole of the first heat race. A maximum of 8 cars will compete in each heat race. Classes with 33 or more cars entered will run 10 lap heats with a maximum of 10 cars.
- 4. Race Format.** All classes will use the passing points system. The main event will be lined straight up by total passing points. If 21-32 cars are entered, only the top 16 will lock into the main event. The remaining cars will run a semi-main to determine the final four starting positions. If 33 or more cars are entered, the top 14 will lock into the main event. The final 6 cars will be determined by a pair of semi-mains with the top 3 advancing from each. *Single car qualifying may be used for special events.
- 5. Semi-Mains.** Semi's will be 12 laps with a maximum of 20 cars. The top 3/4 finishers from the semi(s) will tag the tail of main event.
- 6. A-Mains.** Junior Class A-main will be 15 laps with 9 or less cars entered. Junior Class A-main will be 20 laps with 10 or more cars entered. A-Class, Restricted A-Class, and Senior Class A-mains will be 20 laps. Outlaw Wing, and Non-Wing Outlaw A-mains will be 25 laps.
- 7. Starts.** Starts will be double file. The front row must be side-by-side when they accelerate at the cone in turn 4. There will be NO warnings for jumping the start. Any car/cars that jump the start will be penalized one row without warning. Do not jump!
- 8. Re-Starts.** Re-Starts will be single file. The leader will accelerate at the cone in turn four and cars may not advance their position until passing the cone at the start/finish line. Cars advancing their position prior to the cone at the start/finish line will be penalized 2 positions. Cars hitting the cone at the start/finish line will go to the tail of the field.