2026 Track Rules, Regulations & Procedures

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 SPEEDWAY EVENTS AND, BY PARTICIPATING IN THESE EVENTS, ALL SPEEDWAY COMPETITORS ARE DEEMED TO HAVE COMPLIED WITH THESE RULES. NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATION OF, OR COMPLIANCE WITH THESE RULES AND REGULATIONS. THEY ARE INTENDED AS A GUIDE FOR THE CONDUCT OF THE SPORT AND IN NO WAY ARE A GUARANTEE AGAINST INJURY OR DEATH TO PARTICIPANTS, SPECTATORS OR OTHERS.

We reserve the right to refuse service to anyone.

Significant and/or material changes from the 2025 Track Rules, Regulations & Procedures are underlined and highlighted in red. Changes made for grammatical purposes or to improve clarity are not highlighted.

The officials, staff and management of the Vado Speedway Park would like to welcome all drivers and pit crews to our track. We wish you good luck, safe racing and hope you enjoy the racing program we have to offer. These Track Rules, Regulations & Procedures should be read by all drivers and crew members attending events at our track.

Thank you for racing with us!

1. **Drivers Meeting:** You must attend or have someone represent you. If you have any questions, please ask them at the drivers meeting. There should be no unanswered questions by the end of the drivers meeting.
2. **Track Exit:** Please do not exit the track under green flag conditions. Get to the infield in a safe manner or pull up next to the wall and a caution will be thrown for you.
3. **RACEceivers/Transponders:** All drivers must use RACEceivers while on the track racing or packing. If you are found without a RACEceiver, you will be fined $100 for each occurrence. All racers much have a working transponder any time they enter the speedway. If the Race Director tells you during a heat race that you need to swap it out, you must swap it out before the next race that you are in our you will not be scored.
4. **Pill Draw/Driver Check-In:** All drivers must check in before posted draw cut off time. Any driver arriving later than stated times will have to start at the tail of their heat race and will receive no passing points if passing points are used. NO EXCEPTIONS. Either driver and/or car must be present at time of check-in.
5. **Drugs or Alcoholic Beverages:** NO drugs or alcohol will be allowed in the pits before or during the races. If caught, you will be ejected for the night. If you or any of your pit crew members choose to purchase any alcoholic beverages from the bar, you will not be allowed back into the pits until the race night is completed.
6. **Pit Area Safety:** NO SPEEDING coming off the track or in the pits. SPEED LIMIT IS IDLE SPEED. If a car is caught speeding, you will be fined $100. It is highly recommended that every competitor always has a fire extinguisher in good working condition inside of their race car hauler during an event.
7. **Wheel Packing/Ten Minute Horn:** All cars in the class specified during the drivers meeting are required to pack the track. If you do not pack the track, you will start last all night unless the head flagman is made aware of your inability to do so. Please pay close attention and follow the flagman and infield directions when packing the track. Leaving the track before you are flagged off the track will result in starting scratch in your heat as well as the main event. Refusing to wheel pack for any

reason (besides mechanical failure) will result in starting last in your heat as well as the main event and points will not be rewarded to any driver that refuses to wheel pack. *To begin racing on time, we ask that you be ready to wheel pack as the driver's meeting is over. You will have 10 minutes after the driver's meeting to begin wheel packing. Failure to be to wheel pack on time will result in you starting last for your heat race.* A 10-minute horn will be used at the conclusion of the pit meeting and at the conclusion of the last heat race to signify the beginning of the 20-minute intermission. Three horns will sound: One at 10 minutes, one at 5 minutes and one at 1 minute. When the one-minute horn sounds, all cars for track packing, or the first feature (whichever is up next) must be in the staging area. Once the cars are called onto the speedway by the Race Director, any car that was not in the staging area will be penalized.

8. **Staging Area:** All cars stage in designated area prior to racing once the track officials make the first call. If you do not stage on time, you will start at the tail and receive no passing points (if passing points are used). If the light is green, GO. If the light is red DO NOT GO. Please enter the track in order.

9. **Starts, Restarts, Scoring & Finishes:**
STARTS: No hot lapping before a race. Anyone hot lapping will start at the rear of the field and will receive no passing points. Front row cars will be side by side at the cone and the pole car sets the start. Any car that jumps the original start will draw the yellow flag and be penalized two (2) spots for every car jumped and receive passing points from its original starting position only. If the same car jumps twice they will be moved to the rear of the field and will forfeit any passing points. If a jump start occurs the rest of the field will realign in a crisscross fashion, filling in the vacant spot and the race will resume.
RESTARTS: All Restarts will be Delaware double file with the leader out front and all cars behind the leader will decide their line outside or inside at the Choose Cone. If a driver jumps a Delaware start, they will be penalized two (2) spots for every car jumped at the next yellow flag or at the end of the race, whichever comes first. If a yellow comes out following a double-file restart lap, the field will line up single file for the next start until another complete lap is scored. Cars that cause the yellow will restart in the back, any cars involved in a wreck or making contact and coming to a stop will restart in the back. Cars stopping to avoid contact will not be sent to the back. Any car causing two (2) cautions in a race will be sent to the pits.
SCORING & FINISHES: If half of the field crosses the start/finish line, that lap will be scored as a complete lap. The only exception will be the final lap, once the leader takes the checkered flag the race is official. All races will finish under the checkered flag. If a yellow comes out on the white flag lap the following rule applies: The race will resume with a green/white start and then the checkered flag.

10. **Time Limits:** There will be time limits for each event (one minute per lap of each race. For example, if the feature is schedule for 20 laps, the time limit will be 20 minutes. Once the time limit expires, the next caution will end the race).

11. **Black Flag:** If you are black-flagged for any reason, you must leave the racing surface immediately. Stopping to argue with the flagman or official will result in a $100 fine and each lap taken after will be an additional $100. The black flag will be given to any car for extreme rough driving or to any car deemed unsafe to race. If a crew chief wants his car black flagged off the track, driver must go to the pit stand to report this. If you are black-flagged for rough driving, you must leave the track and all participants involved will retain their position.

12. **Red Flag:** Means STOP, there is a car and/or driver in danger.
(a) Under a red flag, you may work on your car only if told by track official that it is an open red. If not told it is an open red, please do not go out onto the track to work on your car. You must reenter the track when told to do so.

(b) If you change a tire you must go to the back at the restart.

13. **Yellow Flag:** Please get single file immediately when a yellow flag is displayed. Under yellow in main events, drivers will have two (2) laps to rejoin the race under green after stopping in the designated work area. After two laps, if track is ready, we will go green. If you speed into or out of the work area, you will be disqualified.*Sprint cars will use the blend rule on a premature yellow flag.

14. **Designated Work Area:** All work performed during a race must be done within the designated work area, inside the jersey barriers ONLY. If a crew member goes outside the designated work area or onto the track, the driver will receive last-place points and last-place pay for that night, no questions asked.

No alcohol is permitted in the designated work area. Anyone caught with alcohol will receive an automatic disqualification and fine. Entry into the work area must be through Turn 4, and exit must be through Turn 3. No vehicles are allowed in the work area, with the exception of side-by-sides, 4-wheelers, pit bikes, etc.

15. **Protests:** All protests must be in writing, signed by the driver(s) protesting. Only drivers that run in that class may protest. Fee of $200 per driver must accompany the written protest when turned into the check-in booth (tech building). This must be done immediately (with in 5 minutes) after the checker flag. Only the top 5 finishers may be protested, and only one item per protest. If a car is found to be illegal, protester gets $150 Back and $50 goes to the tech official. If the car is legal, driver gets $150, and $50 goes to the tech official.
16. **Rough Driving:** Rough driving WILL NOT be tolerated under any circumstances. Any blatant contact between two cars will result in the offending car to be BLACK FLAGGED and the offended car will be awarded its spot back. (See Black Flag Rule). If a driver continues to rough drive other competitors, that driver will be at minimum disqualified and fined. Any driver who retaliates after the race, intentionally makes contact with another car or driver, or uses their vehicle as a weapon will be immediately black-flagged and will forfeit all points and prize money for that event.
17. **Unsportsmanlike Conduct:** Poor sportsmanship of any kind will not be tolerated. This includes going to another driver's pit area after an incident on the track. Penalties or disqualification will result if you go into another pit area or cause any problems. Drivers will be held responsible for the conduct of pit crew, friends and family members. You will not abuse any other track official, or you will be ejected for the night and fined $100.
18. **Track Officials/Tower:** Any situation arising that concerns a track official should results in the affected driver seeing the General Manager. You, your pit crew, or family members are not allowed in the scoring tower ever unless requested by the General Manager or head scorer. If you have questions, please wait until after the races to speak with any officials. A $100 fine will be assessed to the person or affiliated driver abusing this.
19. **Rainout/Cancellation Policy:**
    Pit Passes – There will be no refunds. Pit passes are good at the next race that your class races.
    General Admission and Reserved Seating – If a rain out occurs before intermission, admissions tickets will be good for one of the two following race events of equal or lesser face value of purchased ticket. Email info@vadospeedwaypark.com for replacement/issuance of replacement tickets.
20. **Driver and/or Car Change:** must be reported to the head scorer prior to that race. Driver must start scratch if qualified to race. If not reported, driver and car will be disqualified for the evening.
21. **Closing Time:** Pits window will close one hour after the last race. Please return any rented transponders at that time and pick up checks. Winnings not picked up at that time will only be held for a month, so please get to the pay window in a timely manner. Windows will be locked and lights turned out.
22. **Push Starts:** A sprint car that gets a second push start will go to the back unless stopped by a track official.
23. **Fans:** If it wasn't for the fans, we wouldn't be here. Any driver, crew member, or track employee who is the instigator of abuse on a fan whether it's verbally or physically will be ejected, fired and fined $100. NO EXCEPTIONS!
24. **Young Drivers:** Any person wishing to race and are under the age of 16 MUST be pre-approved to race before being allowed to compete in an event. Young drivers will be considered "rookie drivers" and will start scratch in their heat and main event race for up to five (5) events, or until track officials deem otherwise.
25. **ATVs:** The use of ATVs in the pits is a privilege. ATVs are not allowed in the grandstand area UNLESS you are moving a car to show before the races. No speeding (speed limit for ATVs is 5 mph). All ATVs must have the number of the car that it is supporting on the front and rear fender.
26. **Safety Equipment:** All competitors must always have acceptable safety equipment installed, worn, adjusted properly and in good working condition. This includes a fire-retardant driver's suit, fire-retardant gloves, racing shoes or leather shoes, neck brace and/or head restraint system, a window net and an SAE-approved helmet. Any item deemed by track officials to be installed incorrectly, too old or worn and/or not in an acceptable condition may cause driver to be disqualified at any time.
27. **Crew Staging:** To the left of the staging area. Crews do NOT leave the staging area until called by staging official.
28. **Scale/Tech Area:** The top three (3) cars in the Heat and the top five (5) in the Main event will be weighed in the infield. If you weigh light, you will be given a second attempt to re-weigh. If you fail

the second attempt then you will be considered underweight and be disqualified. The winner will go to Victory lane and then proceed directly to the pit tech building for further inspection. Track officials can request that any additional cars proceed to the tech building for inspection. Cars that fail to proceed to the tech building will be disqualified.

29. **Lapped Cars/Blue Flag –** If you receive the blue flag, it means the leaders are coming. Slower cars, hold your line. Leaders, go around the slower cars not thru them. If contact occurs, a caution is necessary, and it is determined that the leader caused it, the leader will go to the tail.

30. **Wristbands –** You must have a valid wristband to register a car. If anyone is caught in your pit area without the correct night's valid wristband on, that person will be removed from the facility and the team who's pit they were caught in will be fined $100.

31. **Lineup Procedures:**
    (a) All classes will draw for position on the opening night, then passing points will be used to create the feature lineups. All classes will start straight up from heat race passing points.
    (b) After points are established, the top 8 in heat passing points will be inverted by points average in the **Late Models and Modifieds** class. **B-Mods** will invert the top 12. In the case of a new car coming out, they will draw for heat, and if they make the top 8, they will take the 8th spot. If you miss any races, you don't lose your points average. Special events will start by draw and utilize passing points. **Winged Sprints** and **Non-Winged Sprints will redraw the top 8 in passing points.** Before the redraw MRP will reflect the straight up line up with passing points. So if you are in the top 4 rows, you need to report to the redraw designated area. Once the redraw is complete, the corrected lineup will be posted.
    (c) **Stock Cars, Legends** and **Super Truck** heat races will be lined up by points average inversion using low, medium and fast heat lineup procedure. The top 12 finishers will transfer to the main event inverted. Example: In a 3-heat format, the top 4 finishers from each heat will transfer to the main event and will line up by inverted points average. The remainder of the field will be set by heat race finishes straight up behind top 12 qualified cars. After night one, any new (first night) driver that qualifies to the main will take the 12th starting spot. Any driver who has won a track championship in a Modified, Late Model or Winged or Non-Winged Sprint in the last 3 years, will start no better than 13th in the A main for B Mods, Stock Cars, Legends, and Super Trucks.
    (d) **Pure Stocks** will line up by points average inversion after first night and main event will be a total inversion of the cars that finish their heat races based on points average. Any car that DNF or DNS in a heat race will start behind those that finish their heat race.
    (e) In order to put on a good show, the track reserves the right to invert more cars in the main events if necessary. For example, if we are inverting 12 in the Stock Cars and the points leader can get to front in 10 laps we will invert 16 and so on. We are here to put on a show for the fans.
    (f) <u>All rookie drivers will display a yellow "Rookie Flag" on the back of their roll cage and will start in the rear of the heat race and main event for five (5) completed events unless told differently by track officials.</u>

Points Calculation for the 2026 Season

1. **Points will be calculated based on a set number of best finishes.**
   For example, if there are **22 scheduled races** and the set number of finishes is **20**, only the driver's **top 20 finishes** will be considered for the points total. **The two lowest finishes** will not count toward the total points.

Scheduled Races and Finishes Counted Toward Points (by Class)

Class	Total Races	Counted Toward Points
305 Winged Sprint Cars (all)	11	10
Stock Cars	25	22
Super Trucks	16	14
Legends	20	18
A Mods	17	15
X Mods	22	20
Late Models	13	11
Pure Stocks	19	17
Non-Winged Sprint Cars	5	5
360 Desert Series	6	6

2. **In the event of a tie, the racer with the most wins during the season will be ranked higher.**
   Example: Driver A has five wins and Driver B has three wins. Driver A will be considered the points winner.

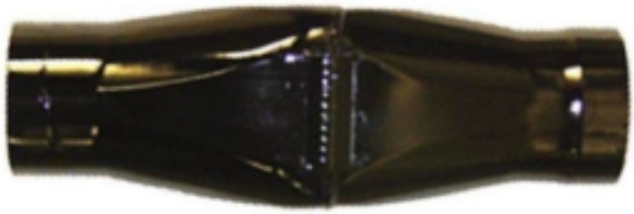
Examples of Points Calculation (based on 22 scheduled races with 20 being considered for points)

1) If a driver completes all **22 races** and the number of finishes considered for points is **20**, the **two lowest finishes** will not be counted toward the total points.
2) If a driver completes **20 out of the 22 races,** all **20 finishes** will be counted for points.
3) If a driver completes **18 out of the 22 scheduled races**, all **18 finishes** will be counted for points.

Temporary non-high temperature paint
No Anti-Reversion Mufflers

LENGTH	WEIGHT	INLET DIA.	OUTLET DIA.	BODY DIA.	SANCTION APPROVED	PART #
11"	2.35#	3"	3"	3 1/2"	----------	112530
11"	2.84#	3 1/2"	3 1/2"	4 3/8"	----------	112535
11"	2.90#	3 1/2"	3 1/2"	4 3/8"	----------	113035
14"	4#	3 1/2"	3 1/2"	4 1/2"	ASCS - W.O.O	14272735-78





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These mufflers (part no. 112530, 112535, 113035 and 14272735-78) are mandatory for all divisions except Legends.