

# Spoon River Speedway



## 2025 GENERAL RULES

PROMOTER Tim Neidig

E-Mail – spoonriverspeedway@gmail.com

PHONE TRACK [309] 357-9903

**SORRY NO REFUNDS For Any Reason**  
**Transponders & Raceceivers Mandatory in ALL CLASSES**  
**NO OPEN FIRES ALLOWED** once pits open until races are completed.

1. All Driver's and individuals entering pit area must:

A: Be 16 years of age & have driver's license for identification, or be 12 to 15 year olds with picture ID and written guardian approval.

B. Sign Insurance Release Form.

C. Sign in as a Driver or on a racecar's pit crew.

D. All forms of pit pass identification must be visible. If you fail to have said pass, you will have to pay again to get back into the pits.

**Anyone caught cheating on pit pass**, will face a \$1000 fine before they may return to Speedway, PLUS if we know you generally belong to a certain car, we may disqualify said car. [NOTE] YOUR WRISTBAND IS YOUR PIT PASS RECEIPT. IN CASE OF RAIN OUT, ETC, YOU MUST HAVE YOUR WRISTBAND TO GET BACK IN FREE.

D. No radios, coolers or Alcohol in pit. Absolutely No Alcoholic Beverages will be consumed by driver or their pit crews prior to, or while competing at Spoon River Speedway. No illegal drugs allowed at any time.

E. FOR SAFETY REASONS: ATV 3 wheelers, 4 wheelers, UTV's, Golf Carts and Pit Bikes will be the only vehicles allowed in the pits. Each vehicle must have car owners name on it.

No Motorcycles over 150cc. There is a 5 Mile Speed Limit which will be strictly enforced.

Anyone driving careless will lose this right.

Absolutely No personal vehicles will enter the pits without prior approval from the Promoter.

Any personal Vehicle in the pits must be pulling or carrying a race car.

2. All cars and drivers must be registered at track and must have UMP Membership if racing in a UMP Class.

3. Driver: Must be at least 16 years of age, or Must have Proof of UMP Insurance for 13 thru 15 years of age to drive in a beginners class, with a notarized consent of parent or guardian for anyone under 18. Must have SHCA or Shell type full type helmet and competition seat and shoulder belts. Fire suit required except in Hornet classes.

Championship races must have prior approval for a driver change; Driver is spokesman for the car.

Never drive with arm, elbow, or head sticking out of the window. Helmets and seat belts must be worn when car is on track.

Driver may drive in more than one class. He must pay a pit pass for each class he drives in and have a different transponder in each car. **Cannot race same car in different divisions. Must be different car.**

4. CAR: Must pass safety inspection at all times. Roll cage must consist of continuous hoops not less than 1.5 inch outside diameter, and must have a wall thickness of at least .095. Cage must be frame mounted in at least 6 places and consist of a configuration of front and rear hoops connected by tubing on the sides or side hoops. Driver's head must not protrude above cage with helmet on. Roll cage must be securely supported and braced. Top hoop must have cross bar. Protection of feet is mandatory. Bar across back of engine with vertical bars and rub rails, or similar protection. No brace bars forward of cage may be higher than stock hood. Driver's door bars must be parallel with ground as possible, and located perpendicular to the driver so as to provide maximum protection for driver, but without causing difficulty in getting in or out of vehicle. The bars must be welded to the front and rear of the roll cage members. No brazing or soldering. Door bars less than .095 thickness, should have 4 bars at least 1 1/2" inch diameter. May modify cooling system. Must have workable starter. Maximum of one 2 barrel or one 4 barrel carb naturally aspirated, no fuel injection, no electric fuel pumps, no magnetos except late model, no nitrous oxide, no aluminum blocks. See class car rules. SAFETY RULES: Must have exhaust system, firewall front and rear, floor boards, minimum 1/2 inch wheel studs, fire extinguisher, racing type seat belts, drive shaft loop, paint drive shaft white, suitable wind shield in front of driver, and must have toe hooks front and back. Loose objects must not be used in driver's compartment or outside of body or hood area. Any weights added to other areas of vehicle must be securely mounted, painted white or silver with car number on it and attached with at least two 1/2 inch bolts. Window net required in Hornet class, recommended in all classes. Weights must be inside body, not inside of cockpit roll cage, above rear deck, or on rear bumper.

CAR INSPECTION AREA at turn 1&2 infield area, will be limited to car driver, one mechanic for car, and track officials. NO OTHERS! Top 4 [Watch Scoreboard] must go directly to inspection.

5. Battery: Must be securely mounted and shielded. Marine type case or container if inside car.

6. Fuel Cell: Required in all classes, except Hornet. Must be no larger than 32 gallon maximum capacity, completely enclosed in steel container, no aluminum allowed, with two 1/8 x 2 inch straps surrounding them. Minimum 1&1/2 inch O. D. tubing braced loop behind cell. This must be in place at all times. Fuel cell cannot be lower than bottom of axle. UMP rule may differ. Fuel line fittings must come out top of fuel cell.

7. Bumpers: Must be securely mounted to race. End must be rounded or capped. No sharp edges in any place.

If capped, no more than 6 inches may stick out past frame, supports, or rub bar, whichever is further out.

8. Transmission: Must be bolted to engine bell housing. Driver must be able to [with engine running] stop car, shift to forward, neutral, or reverse on demand from steward. Must use explosion proof bell housing on cars with clutch bolted to flywheel.

9. Numbers: 18 inches high on roof facing grandstand and on each side of car. No more than three numbers

10. First time registered car not meeting track specifications may run once if car is safe. If car's engine doesn't meet rules, sanction or track, you won't be allowed to run or may run and receive last place pay and no points.

11. No racing purse checks cashed at speedway.

12. No hot laps allowed during intermission. No practice at end of event unless approved by Promoter.

13. Promoter has right to hold special events. These may or may not be on a regular race night.

14. START of ALL RACES will be double file with front row side by side. Driver on pole sets pace and will start race between cones in middle 3&4 and turn 4. (If you jump, you go to rear).

There will be NO complete restart. Driver or drivers found at fault for any red or yellow flags will start at rear of pack. After 2 tries go to single leader.

15. RESTART: Effective after the first restart, if needed, any driver bringing out a yellow or red flag will be placed on rear, All restarts will be Delaware restarts, except if a yellow or red flag falls during the last 5 laps of the main feature, the restart will be single file. Lead driver will restart anyplace from cone in middle of turn 3 & 4 to cone in turn 4 with a smooth restart motion. (If you start before first cone in middle 3&4 you will go to rear). NO PASSING BEFORE White Tire in turn 4. This means your front bumper must be behind rear bumper of car lined up ahead of you. (If you Pass before tire yellow flag will be thrown and car will be sent to rear.) Driver must stay nose to tail. NO WEAVING BACK AND FORTH after passing flagman with ready to go flag shown. No brake check starts. Drivers may cool tires only during turns and must be in line down front straight away and on back stretch. Any driver who causes uneven start will be sent to back.

We will attempt to make Judgement calls. Right or Wrong No arguing with any official about the call. If we think you had spun to keep from driving through wreck we will give your spot back. If NO call is made, car or cars that are stopped on track will go to rear. If driver feels he is lined up incorrect he may ask pit steward on middle of front straightaway. Cars must join lineup on demand, unaided, or go to rear. Exception is uninvolved car being shut off for a red flag. It may be pushed with no penalty. [See rule #17]

16. Once a yellow or red flag is displayed the lineup for the next green flag reverts back to the last lap scorers can properly complete.

17. Any driver who unassisted causes 2 yellow flags, or a car that must be push started 2 times in any race due to restart, will be sent to pits for remainder of that race. Any car involved in a flag, which is not his fault, may be push started with no penalty.

18. No one allowed on track during yellow or red flag periods. [Includes driver except when he must exit for a safety reason, or is told to by steward or wrecker crew]. Car of pit crew or driver will be penalized.

19. Cars entering pits during heat race must remain there. No waiting for anyone for Heat Races. We will allow two laps after restart line up is complete in feature to change tires or repairs in Hot Pit Area for Feature only.

Feature Note: Cars can only return to track under yellow conditions.

Anyone that goes to Hot Pit Area must remain there until feature is over or car will be disqualified and lose points.

20. Black Flag will be given for: Careless or intentional rough driving, hood coming up blocking driver's view, loose parts, etc. Any car black-flagged will go to the pits. Car is not scored for laps ran while under black flag.

**5-MPH SPEED LIMIT IN THE PITS. ABSOLUTELY NO ROUGH DRIVING IN THE PITS. ANYONE CAUGHT ROUGH DRIVING OR RAMMING ANOTHER CAR IN THE PITS WILL BE BLACK FLAGGED AND FACE A MINIMUM 4 WEEK SUSPENSION. CRIMINAL CHARGES WILL BE PURSUED FOR ANYONE INVOLVED IN RECKLESS CONDUCT IN THE PIT AREAS.**

21. Disciplinary action will be given for:  
Anyone who argues or is a troublemaker.  
Drivers getting out of their car on the track to argue.  
Any car found with a sharp object welded to it to cause damage.  
Fighting, ramming after race or under yellow, etc.

There are no spectators in the pits. Anyone, who is in your pit most of the time, will be considered as pit crew. Disciplinary action given to driver and or pit crew will usually apply to the car also.

22. Packing track – 6PM is normal starting time. All cars must, when called upon, put in a minimum of 10 pack track laps.

23. Any injury must be reported, on the same event date, to speedway office. Patient is responsible for any ambulance call or service. Speedway is not responsible for any damage to property or any medical bills.

24. Rain: In event of rain, after all heats races constitute a complete program. Notice will be given for make up race date. If 50% of race has been run, it will be considered complete and will be paid as if the race would have been restarted by official's lineup.

25. No driver, car owner or crew member shall have any claim for damages, expenses, or otherwise against the promoter, speedway officials, or Spoon River Speedway by reason of disqualification or damage either to car or driver or both, and they agree track is in a safe condition if they take part in the racing activities. Promoter may refuse to accept entry of any car or driver. Anyone that signs Insurance waiver agrees to this rule.

26. Official's decisions on rules and scoring will be final.

HEAT NOTE: When a yellow or red flag comes out after leader has taken white flag, race will end and last completed lap will be final score. Anyone scored after taking white, before yellow or red comes out will receive their spot in this case.

FEATURE NOTE: When a yellow or red flag comes out after the leader of the race takes the white flag, and he can get to the checkered flag without going through the yellow/red, the race will end. Any car involved in the flag problem, or must go thru the flag problem area, will be scored by what a restart lineup would be. If leader must go through the danger area to get checkered flag, the race will be restarted with one lap to go depending on flag location. The flagman, who must make a quick decision, rules this condition.

27. No Derogatory or Distasteful Statements on any racecar, or hauler. Officials have final decision. Failure to remove said material can result in disqualification.

28. The rules and regulations set forth herein are designed to provide for the orderly conduct of racing events only,

and to establish minimum acceptable requirements for such events. No implied warranty of safety shall result from publication of, or compliance with these rules and or regulations. They are intended as a guide for the conduct of the sport, and are in no way a guarantee against injury or death of participants.

29. NOTE: [All Classes For Your Safety] No wheels are allowed that do not meet the specifications and tolerances of the tire and rim association. Don't use rims that require high air pressure to seat the beads.

This is very dangerous. Specifications are available from the Tire and Rim Association Inc., 175 Montrose West Ave.

# 150, Copley, Ohio, 44321. Any driver running pressure so low rim is digging into track, will be sent to pits.

30. Any rule covered or not covered will be interpreted by officials and management.

Management of Spoon River Speedway reserves the right to change any rule or interpretation of any rules at any time in the interest of better competition or safety.

Pit Gates open at 4 --- End Draw 5:30 --- Pack Track 6 ----- Hot Laps 6:15 ----- Racing to follow. (*Schedule can vary during special events*)

Hot laps may be limited to Late Model and Modified No Hot Laps if track is not packed in allotted time.

No Cost For Registration, but cars must be registered to receive any money.

**NO REFUNDS FOR ANY REASON**

Anyone who writes a BAD CHECK to SRS will be charged an additional \$50 over check amount to correct problem. If not paid in 2 weeks, it will be turned in to States Attorney.

WASHED or LOST CHECKS. We will rewrite you a check after 2 weeks, if it has not went thru bank, Less \$30 for bank charges.

Forms of payment: Cash, Check or Credit Card.

### **Season Points, and Awards**

Top 10 in each class who attend annual Banquet will receive end of year awards. Driver must attend 80% of point races in said class to qualify for any awards or point fund money. In case of a tie in points, Driver who was previously ahead will be given the higher spot. For any vote ties, Driver highest in points will receive award.

### **NUMBER OF LAPS**

Heats - Late Model / Modified / Pro Late Model / B Mods / Pro Mods / Stock Car: 8 Laps  
4 Cyl / Kids Mods - 5 Laps

Semi - # of Cars or Max of 10  
4 Cyl / Kids Mod Semi - 6

FEATURE – Super L/M – 25 / Modified – 20 / Pro LM – 20 / B Mod - 20 / Pro Mod - 20 / Stock Car - 15 / Hornets - 15 / Kids Mod 10.

Any lap changes will be announced at driver's meeting or start of program.

#### POINTS ALL CLASSES

Points will be awarded for all races Driver attends and participates in which is held on a race night. Points start with opening date and ends with last season point night.

If races are cancelled after end of draw dead line and race is not called a complete program, all attending driver's on draw sheet will receive 50 points for said date for supporting Spoon on a rainy event.

[NOTE] Car must be in raceable condition, when it comes onto the track, to receive points.

MAIN FEATURE POINTS [Top 20] =

50-48-46-44-42-40-38-36-34-32-30-28-26-24-22-20-18-16-14-12

21st on down or non start of feature receive 10 pts

#### LINE UP RULES

Line ups will be posted on the MyRacePass app.

1. Anyone signing in after 6:30 PM will start in rear of heat or time trials.
2. All Cars will be on transponders. **Transponders must be mounted on Right Rear Axle Tube.** Must Have Pouch or you will be Fined \$150.
3. Low draw number starts first in time trial or Heat.
4. Cars will be lined up for all qualifying and heat races at pit concession stand and will roll out the back chute underneath the pit bleachers.

We will not wait on you. Drivers who fail to join line up on time will miss their heat. Drivers may not change heat races.

Semi races will use heat rules.

5. For feature race, driver will line up in the staging area in top pits near pit concession stand.

Failure to make lineup you will go to rear or not allowed to race if race has already started.

6. To make feature, driver must qualify through heats. Cars will be lined up according to how they finish heats, except for 1-Heat (Heads up), 2 to 3-Heat (6 redraw), 4-Heat (Redraw 4), 6-heat (6 Redraw) Unless we are using Passing Points or announced differently prior to races.

7. Promoter has right to change line up, car count, number of laps, purse, or line up procedure for any race.

HEATS: Draw for Start or TT CAR COUNT IS DETERMED BY END OF DRAW AT 6:30 PM

FEATURE:

1 to 22 - All Start

23 to 30 Cars - 3 heats - Top 5 to feature [15] Rest Run Semi – 5 Advance [20]

31 up – 4 or 6 Heats – Top ? to feature [20] – Rest Run one or two Semi's – 2 or 4 Advance - [24] Feature

Transponders will be required in ALL Divisions. Transponders must be in pouch on rear axle except Hornets (Trailing Arm). NO DUCT TAPING

Transponders not turned in at end of night will result in a \$200 fine. If a transponder is damaged by you or your pit crew you will be required to pay \$250 (for replacement) before allowed to race again. A \$10 rental plus driver's license will be charged on race night for the transponder. Pouches can be purchased for \$20.

All Payouts will be available at grandstand concession within 30 minutes after each feature.