

# Spoon River Speedway

## 2026 TENTATIVE GENERAL RULES

Canton, Illinois Promoter's: Jacob & Lisa Denney  
Email: [BottomLine11@aol.com](mailto:BottomLine11@aol.com) & [SpoonRiver1564@gmail.com](mailto:SpoonRiver1564@gmail.com)  
Track Phone Number: (309) 326-0827

### Driver's

1. Must be at least 16 years of age & have driver's license for identification, or **Must have Proof of UMP Insurance for 12 thru 15 years of age** to drive in a beginners class, with a notarized consent of parent or guardian for anyone under 18.
2. Sign Insurance Release Form
3. Sign in as a Driver or on a racecar's pit crew  
**Drivers may drive in more than one class. They must pay a pit pass for each class they drive in and have a different transponder in each car. You CAN NOT race same car in different divisions.**

### Pit Rules

1. All forms of pit pass identification must be visible. If you leave the pits for some reason, you must get an **OUT/IN** pass to get back in. If you fail to have said pass, you will have to pay again to get back into the pits.
2. No radios, coolers, marijuana, or alcohol in the pit. **Absolutely No Alcoholic Beverages or Marijuana will be consumed by drivers or their pit crews prior to, or while competing at Spoon River Speedway.** No illegal drugs allowed at any time.
3. **FOR SAFETY REASONS:** ATV 3 wheelers & 4 wheelers, will be allowed in pits. **Must have car owners name on it:** [No Motorcycles] 5 Mile Speed Limit. Anyone driving careless will lose this right. **No personal vehicles allowed in pits, unless they are working for S.R.S. or are pulling/carrying race cars.**
4. **5 MPH SPEED LIMIT IN PITS**
5. **NO OPEN FIRES ALLOWED** from pits open until the races are completed
6. **ONLY 3** pit crew per participating race car are allowed to be in the infield during race

**YOUR ARMBAND IS YOUR PIT PASS RECEIPT. IN CASE OF AN RAIN OUT, ETC, YOU MUST HAVE YOUR ARMBAND TO GET BACK IN FREE. NO BAND, YOU MUST PAY**

### **DRIVERS ARE RESPONSIBLE FOR ANYONE IN THEIR PIT**

**CHILDREN are not allowed to be out of the drivers pit area without an adult.**  
**NO CHILDREN UNDER THE AGE OF 13 will be allowed in the INFIELD at ANY TIME**

**ANYONE caught cheating a pit pass, will face a \$1000 fine before they may return to the Speedway, PLUS if we know you belong to a certain car, we may disqualify the car**

### Requirements

1. All cars and drivers must be registered at track and **must have UMP Membership if racing in a UMP Class.**
2. Must have SHCA or Shell type full type helmet and competition seat and shoulder belts. Fire suit required except in Truck and Hornet classes.
3. Never drive with your arm, elbow, or head sticking out of the window. Helmets and seat belts must be worn when the car is on track.
4. Championship races must have prior approval for a driver change. The driver is the spokesman for the car.

# CAR

1. **Must pass safety inspection at all times.**
2. **Rollcage** must consist of continuous hoops not less than 1.5 inch outside diameter, and must have a wall thickness of at least .095. The 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. The driver's head must not protrude above the cage with helmet on. The roll cage must be securely supported and braced. The top hoop must have a cross bar.
3. **Protection** of feet is mandatory. Bar across the back of the engine with vertical bars and rub rails, or similar protection. No brace bars forward of the cage may be higher than the stock hood.
4. **Driver's door** bars must be parallel with ground as possible, and located perpendicular to the driver so as to provide maximum protection for the driver, but without causing difficulty in getting in or out of the 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.
5. You may modify the cooling system. Must have a 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 for more specifications)
6. Must have exhaust system, firewall front and rear, floor boards, minimum ½ 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 the driver's compartment or outside of the body or hood area. Any weights added to other areas of the vehicle must be securely mounted, painted white or silver with car number on it and attached with at least two ½ inch bolts.
7. **Window net** required in Hornet class but is recommended in all classes.
8. **Battery:** Must be securely mounted and **shielded.** Marine type case or container if inside car.
9. **Fuel Cell:** Required in all classes, except Hornet. Must be no larger than 32 gallon maximum capacity, completely enclosed in a 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. The fuel cell cannot be lower than the bottom of the axle. UMP rules may differ. **Fuel line fittings must come out top of the fuel cell.**
10. **Bumpers:** Must be securely mounted to race. **The ends must be rounded or capped. No shared edges any place. If capped, no more than 6 inches may stick out past the frame, supports, or rub bar, whichever is farther out.**
11. **Transmission:** Must be bolted to engine bell housing. The driver must be able to [with engine running] stop the car, shift to forward, neutral, or reverse on demand from the steward. Must use explosion proof bell housing on cars with clutch bolted to the flywheel.
12. **ALL WHEEL'S** must 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 the rim is digging into track, will be sent to pits.
13. **Numbers:** 18 inches high on the roof facing the grandstand and on each side of the car. No more than three numbers
14. **First time registered cars not meeting track specifications** may run once if the car is safe. If a 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.
15. **No Derogatory or Distasteful Statements** on any racecar, or hauler. Officials have the final decision. Failure to remove said material would mean disqualification.

# RACING

1. **START OF ALL RACES** will be double file with front row side by side. The driver on pole sets pace and will start the race between cones in middle 3&4 and turn 4. (If you jump you go to the rear). There will be **NO** complete restart. Driver or drivers found at fault for any red or yellow flags will start at the rear of the pack. After 2 tries go to the single leader.
2. **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. The lead driver will restart anyplace from the cone in the middle of turn 3 & 4 to cone in turn 4 with a smooth restart motion. (If you start before the first cone in middle 3 & 4 you will go to the rear).
3. **NO PASSING BEFORE White Tire in turn 4. This means your front bumper must be behind the rear bumper of the car lined up ahead of you. (If you pass before the tire, a yellow flag will be thrown and the car will be sent to the rear.)** The 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 an uneven start will be sent back.
4. **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 the 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 the driver feels they are lined up incorrectly they may ask the pit steward in the middle of the front straightaway. Cars must join the lineup on demand, unaided, or go to the rear. An exception is an uninvolved car being shut off for a red flag. It may be pushed with no penalty.
5. 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.
6. Any driver unassisted who causes 2 yellow flags, or a car that must be pushed to start 2 times in any race due to restart, will be sent to pits for the remainder of that race. Any car involved in a flag, which is not their fault, may be pushed start with no penalty.
7. No one is 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]. Cars of the pit crew or driver will be penalized.
8. **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.
9. **Black Flag** will be given for: Careless or intentional rough driving, hood coming up blocking driver's view, loose parts, and etc. Any car black-flagged will go to the pits. The car is not scored for laps run while under black flag.
10. **5-MPH SPEED LIMIT** in Pits and Hot Pit Area
11. If the leader must go through the danger area to get the 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.
12. 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.
13. No hot laps allowed during intermission. No practice at the end of the events unless approved by the Promoter.
14. **HEAT:** When a yellow or red flag comes **out after the leader has taken white flag, the race will end** and the last completed lap will be the final score. Anyone scored after taking white, before yellow or red comes out will receive their spot in this case

15. **FEATURE:** When a yellow or red flag comes out after the leader of the race takes the white flag, and he can get to the checked flag without going through the yellow/red, the race will end. **Any car involved in the flag problem, or must go through the flag problem area, will be scored by what a restart lineup would be. 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**
16. **Rain:** In the event of rain, after all heats races constitute a complete program. Notice will be given for the make -up race date. If 50% of the race has been run, it will be considered complete and will be paid as if the race would have been restarted by the official's lineup.

## NUMBER OF LAPS

Heats Modified - 8 / E-Late Model - 8 / E-Mods - 8 / Hornets - 5 / Crown Vics - 5 / Kid Mods - 5  
Semi - # of Cars or Max of 10 / Hornets or Crown Vics Semi - 6  
FEATURE –Modified – 20 / Pro LM – 20 / E-Mod- 20 / Hornets – 15 / Crown Vics – 15 / Kids Mod - 8  
Any lap changes will be announced at driver's meeting or start of program

## LINE UP RULES

**Line ups will be posted at concession stands in upper pits**

1. Anyone signing in after 5:30 PM will start in rear of heat or time trials.
2. All Cars will be on transponders. **Must Have Pouch or you will be Fined \$150.**
3. **Draw** for starting position in Heat.
4. Cars will be lined up for all heat races at Fuel Shed. **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 drivers will line up in the staging area in top pits. Failure to make the lineup you will go to rear or not be allowed to race if the race has already started.
6. To make a feature, the 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 to 9 redraw), 4-Heat (Redraw 8), 6-heat (12 Redraw) Unless we are using Passing Points or announced differently prior to races.
7. Promoters have the right to change line up, car count, number of laps, purse, or line up procedure for any race.
8. **HEATS:** Draw for Start or TT
9. **CAR COUNT IS DETERMED BY END OF DRAW AT 5:30 PM**
10. **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

## Disciplinary Action

1. Anyone who argues or is a troublemaker. Driver getting out of his 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.
2. There are no spectators in the pits. Anyone, who is in your pit most of the time, will be considered as a pit crew. Disciplinary action given to the driver and or pit crew will usually apply to the car also.

**Anyone caught in pits without paying and signing in will be turned into Sheriff and fined \$1000.**

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

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

## Liability

1. Any injury must be reported, on the same event date, to the speedway office. The patient is responsible for any ambulance call or service. Speedway is not responsible for any damage to property or any medical bills.
2. 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. Promoters may refuse to accept entry of any car or driver. **Anyone that signs the Insurance waiver agrees to this rule.**

Promoters have the right to hold special events.  
These may or may not be on a regular race night.

## **Official decisions on rules and scoring will be FINAL!**

**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

Hot laps may be limited to Late Model and Modified classes. 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**

## **Transponders & Raceceivers Mandatory in ALL CLASSES**

**Transponders will be required in ALL Divisions. Transponders must be in the pouch on the rear axle except Hornets (Trailing Arm). NO DUCT TAPING**  
**Transponders not turned in at the end of night will result in a \$100 fine. If a transponder is damaged by you or your pit crew you will be required to pay \$200 (for replacement) before allowed to race again.**

**A \$5 rental plus driver's license will be charged on race night for the transponder.**

**Pouches can be purchased for \$20.**

# **Season Points, and Awards**

Points will go to Registered Car Number that night

Top 10 in each class who attend the annual banquet will receive end of year awards. Drivers 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, the driver who was previously ahead will be given the higher spot. For any vote ties, the driver highest in points will receive an award.

## **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 the opening date and end with last season point night.

1. Drivers on the current point sheet, who attend special races when asked, (Like E-Mods & E-L/M) will receive 50 points if not getting regular points.
2. If races are cancelled after the end of draw deadline and race is not called a complete program, all attending car numbers on the draw sheet will receive 50 points for said date for supporting Spoon on a rainy event.
3. E-Mods may be required to run with Modifieds and E-Lates with Super Lates.
4. Drivers who participate in more than one class, for Lifetime Spoon River Points, will be credited with points from highest class finish.

**Cars must be in raceable condition, when it comes to 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

21<sup>st</sup> on down or non start of Feature receive 10

# **2026 Payout's and Purse TBA**