

RUNNING RULES

Revised June 4th, 2010

2011 EXECUTIVE

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1: The #1 will be reserved for the car of the previous year's Points Champion.

2: Wilroc rookies must start at the rear of all points paying races for a minimum of three race events. Wilroc officials will determine after this probation period if a driver is ready to start in their qualified position. Drivers with extensive experience in other sprint car series may apply to Wilroc for exemption from this probation rule.

3: NO passing during the hot laps before a race, give a safe distance between cars.

4: Races cannot end on a YELLOW. We must have two GREEN laps to end the race. We DO NOT race to the yellow. When the yellow is displayed, slow down in a safe manner and line up single file (NO PASSING).

5: If you require a push truck, you will be required to go to the back of the pack (whether you caused the yellow or not).

6: On a red flag, all cars stop in a safe manner, then line up in an area designated by the race director. Then ONE crew member may attend to his car, NO air tanks, and NO tools other than a flashlight. NO quads allowed on the track. (Other than Wilroc officials)

7: Cars requiring any repairs must report to pit area.

8: Qualifying must occur at your designated slot determined by a draw. Failure to do so will result in qualifying last for 1 timed lap only.

9: The driver who qualifies the car must drive for the balance of the event to be eligible for points with the following exception: If a driver is unavailable to time in the car, he can make arrangements to have a relief driver time in his car and race it until he arrives at the track. Upon his arrival, he must inform the Wilroc Race Director. It is also mandatory that the timing/announcers booth be notified prior to the event. (Points will go to second driver with only one driver substitution per season.)

10: A driver who qualifies his car can have a substitute driver during the event if the original driver is deemed unable to participate due to health reasons;(points to qualifying driver)

11: A car and driver qualify as a team. Each driver may qualify only one car. No driver shall be permitted to change cars after qualifying.

Exception #1 In the event of illness or injury of a qualified driver, another qualified driver could drive the car if their car is out for the night. The car will start at the back and will receive points for that car.

Exception #2 Drivers may attempt to qualify a back-up car (one lap at the end of qualifying) if their primary car is damaged beyond repair during qualifying. If a qualifying attempt is not possible due to time constraints they may start their assigned heat race at the back.

Clarification on what constitutes a "car". Any component may be changed or repaired during an event except the drivers compartment part of roll cage.

Car number may not be changed once the car is qualified.

12: Points will be awarded by the car number only. Numbers may not be transferred to another car for a point's advantage. Points will be awarded as per the published schedule. Any amendments will be preceded by a WILROC notification prior to the event.

13: Appearance points will be awarded to all cars in the pits once the first set of hot laps has started. Qualifying points will be awarded once "all" qualifying has completed. Points for Heat Races will be awarded after "all" heat races have been completed. If the main event is cancelled due to weather or other unforeseen circumstances out of Wilroc control, the race will be considered complete if over 50% of the A-Main competitive laps have been run.

14: Any car may be designated for inspections at the discretion of the WILROC officials. Failure to comply will result in loss of total points for the day and all monies earned on the night of the infraction or any other penalty deemed appropriate by the WILROC officials. ANY COSTS INCURRED DURING INSPECTIONS WILL BE THE RESPONSIBILITY OF THE CAR OWNER.

15: Untimed cars must start at the rear of the field in heats and main events.

16: Car(s) not taking the first green flag may enter the event at a later time during a yellow or red flag period. Cars entering the event in this manner will be ranked in finishing order on the basis of the number of laps completed

17: If a car is found illegal, the car may lose all points for the year and will forfeit all monies earned on the night of the infraction. Severity of the penalties will be determined by the WILROC officials.

18: Visiting cars wishing to race (cars that belong to a different sprint car assoc. from off the Island) will be at the discretion of the WILROC officials if they will be able to participate in the event. Cars not Wilroc legal must inform Wilroc officials prior to entering the track. Cars must meet Wilroc Safety Standards.

19. **Flag Signals** - The starter shall use flag signals according to the following code:

Green Flag - Start; course is clear.

Yellow Flag - Caution-reduce speed immediately and maintain your position.

Red Flag - Stop as safely as possible-race is halted. Black Flag with yellow diamond- Mechanical Problems, pit immediately for repairs.

Black Flag - Stop next lap at pits for consultation.

Royal Blue with Orange diagonal stripe - A lapping driver is attempting to pass; give him consideration.

White Flag - The leader is commencing his last lap.

Checkered Flag - You have completed the race.

Points system: Points will be awarded to both the car and driver as follows:

Appearance Points

10

Qualifying: Fastest of Two timed laps.

1-30
2-28
3-27
4-26
5-25
6-24
7-23
8-22
9-21
10-20

Dropping one point on down to 30th

Heat Races: Car count will determine the number of Heat races (max 9 cars per race). All heat race line-ups will be staggered by qualifying times and fully inverted. If there is a Heat with an extra car, the slowest qualifier in that heat will start behind the inverted cars. Top finishers of heat races, to be determined by car count, will retain their qualifying time and be included in the cars eligible for A Main invert. (6 or 7 cars in a heat, top 5 eligible- 8 or 9 cars in a heat, top 6 eligible)

1-20
2-18
3-17
4-16
5-15
6-14
7-13
8-12
9-11

1 point per position gained

In the event that wilroc officials feel that for reasons of safety and/or the betterment of the show a slow and fast heat may be run. Points will be awarded as follows.

	Fast Heat	Slow
Heat	1-20	1-12 2-18
2-10		

	3-17	
3- 9	4-16	
4- 8	5-15	
5- 7	6-14	
6- 6	7-13	
7- 5	8-12	
8- 4	9-11	
9- 3	1 point per position gained	

Main Event: 24 cars max, 1 point per position gained (all cars) Main event will be lined up according to the top finishers of heat races which will be inverted by qualifying time, the other qualifiers will start straight up behind the inverted cars according to their qualifying times. Invert to be drawn by fast qualifier after the heat race.

1-50
2-48
3-46
4-44
5-42
6-40
7-39
8-38
9-37
10-36

Dropping one point on down to last place

For cars choosing to start at the back of the field or cars directed to start at the back (including rookies) by a Wilroc Official, position gained points will only be awarded once the driver has reached their original starting position. The race lineup to be determined by the Wilroc officials.

If a B-Main is necessary, all cars that did not secure an A-Main starting spot during their heat race will run a B-main straight up with fast qualifier on the pole.

Any car receiving points in an event will be eligible for appearance monies paid out by the tracks. To be eligible for points fund monies a car may only miss one points race during the season. Monies to be paid to car owner and based on owner points.

Car owner Appearance point's bonus: 10 points may be awarded to the cars which attend specified functions. Notice of at least four weeks will be given for these events. These could include but are not limited to car shows, mall shows, publicity events, Tech night..