



2025 SPECTATOR CLASS CAR RULES

This class is strictly a fun, low budget, entry level class for anyone wanting to race. The main thing is to have fun and keep it safe.

General Rules:

1. Absolutely no rough driving. The black flag can and will be used if deemed necessary.
2. Heat races will be 6 laps/6 minutes. Feature races will be 10 laps/10 minutes. 9 or less cars will run 1 heat. 10 or more cars will be divided into 2 heats.
3. The top 3 in feature will go to tech area. Zero tolerance on rules.
4. If you are found to be illegal, all prize money will be forfeited for that night.
5. Payout will be 1st place- \$150.00, 2nd place- \$100.00 and 3rd place- \$50.00
6. Each car will be required to run a transponder for each race to be scored.
7. Transponder rentals will be \$10 each night. If you need a pouch to place the transponder in, those will be a onetime charge of \$15 at check-in.
8. RACEceivers are mandatory.

Car Claim Rules:

To help keep this a fair class we have a \$1,500 Car Claim. Any car can be purchased (Claimed) within 15 minutes of the feature race ending. Must be claimed at scales. Purchaser must have cash in hand. The driver can keep their seat, seat belts, fire extinguisher and aftermarket steering wheel. If driver refuses to sell their car for \$1,500, the driver will lose their points and winnings for that night.

Car Rules:

1. Strictly stock!
2. Cold air intake allowed.
3. No aftermarket performance/race parts of any kind.
4. No setting up of front or rear suspensions.
5. No cutting or altering of structural materials to lessen car weight.
6. May gut driver door in place for minimum 3 door bars tied into main cage.
7. No racing, mud, snow, all terrain or oversized tires.
8. No grooving or cutting of tires.
9. All 4 tires must be the same size.
10. No racing wheels.
11. No welded rear-ends or transmissions.
12. No lockers.
13. No 4 wheel drives.
14. No full-size trucks.
15. No SUV's.
16. No swapping of engine or transmission unless it's the same as it comes from the factory.
17. No adding engine/transmission coolers that are not factory.
18. No weight may be added.
19. No cars with Turbos or Super Chargers

Safety Rules:

1. Rollover bar required. Derby style ok, but 4 point is recommended.
2. Racing seatbelts are required. 2 lap/2 shoulder minimum.
3. Racing seats are required. They do not have to be full-containment, but they must be a racing style. Must have a minimum of (2) 3/8" sized bolts in the bottom and 1 on the back of seat. No exceptions.
4. Driver must wear at minimum a 1 layer firesuit along with racing style gloves.
5. Shoes/boots must be close toed.
6. Racing helmet is required with a full-face shield.
7. No passengers allowed. All other seating in the vehicle must be removed.
8. All glass and plastic inside/outside of the car must be removed. Only exceptions will be bumper covers.
9. The dash may stay in, but the main support bar must stay in.

10. A minimum of 3 bars will need to go in front of the driver to protect from flying debris.
11. One fire extinguisher will be required to be mounted in cockpit within arms reach of the driver.
12. Hood will be required and must be fastened securely. Hood pins/bolts allowed.
13. Trunk lids may be removed. If kept on car, trunk lid must be fastened securely with pins/bolts.
14. All lugnuts will be required. Bolt patterns must match lugnuts.
15. Doors must be welded shut.
16. If you run a fuel cell, it must be mounted with (2) 2" wide steel straps along with a fire wall boxing the cell in the trunk.
17. Bumpers must be fastened securely.
18. Exhaust tips must be cut off to the factory manifold to keep them from falling off.
19. If you have a flat tire, you will be black flagged.
20. If your car does not meet tech, you will not be allowed to race that night.

RULES MAY BE ADDED/AMENDED TO HELP KEEP CARS IN COMPLIANCE WITH SAFETY AND PERFORMANCE GUIDELINES.