

2010 NOSA RULES (Note 2010 rule changes with****)

04-19-2010

NOSA Rules

This page is the official NOSA rules page. Only an authorized NOSA rep can update it.

General Rules:

NOSA reserves the right to add to, delete, supersede, or modify any rules, exhibits or drawings deemed necessary for the betterment and/or safety of racing. All amendments are effective immediately regardless of when a person subject to the rules receives actual notice.

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 all events, and by participating in these events all these rules. NO EXPRESS OR 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 to participants, spectators, or officials. The competition director shall be empowered to impose any further restrictions that in his/her opinion do not alter the minimum acceptable requirements. NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT THEREFROM. Any interpretation of, or deviation from these rules is left to the discretion of the officials. THE NOSA OFFICIALS DECISION IS FINAL.

Motors:

410 cubic inch limit on the engine. If found with an illegal engine you will be suspended for two weeks and loss of points to date. No titanium rods and crank, you must have a 1" inspection hole in the oil pan. Aluminum blocks are allowed.

Methanol or other approved fuels only may be used. No fuel additives, including but not limited to nitro or nitrous oxide allowed. ******One exception to fuel additive is Upper Lube Lift. The feature winner and one random car will be checked each night. If found illegal, loss of points for the night and earned monies for the night go to NOSA. Also will be subject to periodic testing. Second offense – loss of points to date and monies for the night go to NOSA.**

Crank triggers cannot be used. If crank trigger is installed on motor, adjustments cannot be made within drivers reach. ******If found illegal, penalty is same as fuel additive.**

The Car:

The car must resemble a sprint car, engine directly in front of the driver. Maximum wheelbase of 90" No rudders, side foils or panels to extend beyond roll cage on any side; no wedges or foils underneath the car. The roll cage must extend above the driver's head with helmet on. Complete firewalls are MANDATORY between the driver and the engine. No aluminum frames allowed. A minimum of 0.120 wall is highly recommended on the frame and cage.

WINGS:

******Option 1 - Dish Top Wing –**

Center Foil Maximum size of 25 square feet with a maximum width of 60 inches. Side panels, 72 inches long and 30 inches tall.

Front wing: 6 square foot front wing maximum.

Side panels: 12 inches tall, 26 inches long with no more than one inch overhang from the center foil from edge to the side board front edge. **The wickerbill will no longer be allowed on either the front wing or the top wing, if the top wing is a dish.** There is also a maximum of a 2 1/2" dish, not to exceed 48" back from front edge of wing.

******Option 2 – Flat Top Wing –**

Center Foil maximum size of 25 square feet with a maximum width of 60 inches. Center Foil must be square or rectangular in shape with all 4 corners set at 90-degree angles with no variance allowed. Center foil top is to be flat from front to back and side to side.

Center Foil shall be fully sheathed in aluminum. Vent holes, dimples, ridges, etc. are strictly prohibited anywhere on the wing.

Maximum 1" removable wicker bill may be mounted on the rear edge of the center foil. Wicker bill must be 90 degrees to the top of the center foil. No built-in wicker bills or gurney lips allowed. Maximum dimension of wicker bill may change periodically.

Front wing: 6 square foot front wing maximum.

Side panels: 12 inches tall, 26 inches long with no more than one inch overhang from the center foil from edge to the side board front edge.

1" wickerbill allowed on any front wing with a Flat Top Wing.

The top wings can be cockpit/driver adjustable. Other than the slider mechanism, no moving part permitted on or in foil structure. Only one slider mechanism allowed on top wing, allowing adjustment forward and backwards only.

Top Wing Center foil thickness cannot exceed 9 inches. Underneath side of center foil must appear to be a continuous smooth arc with no recesses, concaves or protrusions. Center Foil must be one-piece construction. No split or biwings will be permitted. Wings must be fabricated of metal alloys only. No fiberglass, carbon fiber or other similar material may be used in the basic framework of the wings,. Top wing must not extend beyond outside of rear tires.

No foils or rudders will be permitted anywhere on the top wing.

No rudders or fins on front wings.

Fuel cell with bladders is required. Fuel injection or carburetors only.

There must be at least **two working brakes**.

It is mandatory for the **exhaust system** to be equipped with a noise suppressor of some type so as not to exceed a decibel level of 100 decibels at 100 feet for tracks that require mufflers. However, where local track restrictions or governmental ordinances require a lower decibel level, then it is mandatory for the exhaust system to be equipped with a muffler as not to exceed that lower decibel level. In all cases, the decibel level should be measured at racing speed or RPM and shall not be exceeded anywhere around the track. No modifications or altering of factory mufflers. NO cutting mufflers in half and mounting half on each side. Suggested mufflers to use: Shoenfeld, Super Trapp 5A Shorty, Flowmaster, Howe, and Lobaks.

A kill switch is required and must be within easy reach of the driver with the shoulder harness and lap belt fully scinched. This kill switch must be clearly marked “off” and “on”. No mirrors or radios of any kind are allowed at any time.

All cars MUST be equipped with a **quick disconnect steering wheel**.

Minimum weight

360 Motors - After conclusion of the race the driver and car must weigh at least **1300 pounds**.

410 Motors - After conclusion of the race the driver and car must weigh at least **1375 pounds**.

Tire Rule: Right rear tire must be a ******Goodyear G300**. Left rear tire is limited to ******Goodyear 93-G200, 95-G200 or 97-G200**. Front tires are ******Goodyear G100 or G200**.

Tire Prep: Doping tires is prohibited.

Traction Control: Traction control is prohibited.

ZERO POINTS AND ZERO PAY **(Your Check for the event will be made payable to NOSA) FOR ANYONE FOUND GUILTY OF USING TIRE PREP OR TRACTION CONTROL.**

Safety: Fire suits are required. Fire proof shoes and gloves are highly recommended. All items must be in good repair. Require two layers, recommended three layers and recommended one piece suits.

Highly recommended headrest, roll bar padding.

Seats must be mounted securely to the roll cage of the frame in an approved manner. Rock screens are highly recommended in front of the driver’s area.

Steel brake lines highly recommended.

Must have mandatory safety nylon strap or loop on **torque tube**.

Angel toes mandatory (Toe loop on the throttle).

Conduct:

Driver Responsibility

The driver is responsible for the actions of his pit crew in all respects. The area around your car shall be considered sacred, anyone causing a disturbance in that area will be dealt with. The driver shall be the sole spokesperson for his/her car owner and pit crew in any and all matters, and must talk with the chief track official in charge regarding their conduct or behavior.

******Fighting – Disturbance**

Any driver or crew member directly involved with any fighting or misconduct at any event, on the race track, in the pits, or on the track premises, may be fined up to \$500.00, may be suspended from all events for two weeks from date of infraction and may forfeit all points to the date of infraction and all prize money earned for the event. This includes drivers going over to cars on the race track in a fit of anger. If the fine is imposed, it must be paid prior to next NOSA event.

******Assault/Abuse of Officials**

No driver or crew member shall subject any track official, track employee or sponsor to any abusive or improper language at any time. Any driver who gets out of his/her care car, or assaults or threatens any track official, track employee, sponsor, driver or anyone may be suspended for up to two weeks from the date of infraction and may be fined up to \$500.00 and shall forfeit all points and all prize money for the event. Prize money goes to NOSA.

Alcoholic Beverages

No beer or alcoholic beverages will be allowed to be consumed in the pit area until the entire program for all divisions is completed. If a driver or pit crew member is caught drinking in the pit area before the entire program is completed, he/she shall be immediately ejected from the race track premises and shall be subject to a mandatory fine ******of not less than \$100.00 and not more than \$500.00.**

******NOSA DRUG POLICY**

Illegal Drugs, Definition – Illegal drugs are those substances or drug substances defined and prohibited by state and/or federal laws.

General Prohibition:

Position or use of illegal drugs or drug substances, as defined above is prohibited in any form, by any participant, either on the Speedway grounds, or in any area considered to be used in the operation of the Speedway, such as parking lots or leased properties.

Participant, definition – a participant is any person taking part in any event at a track in any form, including but not limited to drivers, car owners, mechanics, crew members, sponsors, track officials or pit area observers. All such persons shall be considered public figures who have by their own choice become involved in auto racing events with NOSA, with the full understanding that he/she must abide by the rules and regulations established and published or announced by NOSA. All participants are considered to be responsible for their personal conduct.

Specific Prohibition, Violations and Penalties

Any person who is

1 -- found to be in possession of, or under the influence of an illegal drug or drug substance on the Speedway property or

2 - arrested by duly constituted authorities and charged with possession and/or use of illegal drugs or drug substances, regardless of whether offense occurred on or off the speedway property or

3 - formally charged by a court of law with an illegal drug violation, regardless of whether the offense occurred on or off the Speedway property,

4 - shall be subject to the following penalties by NOSA,

5 - Suspension from competition and eviction from all NOSA events and denial of further entry to events for a period to be determined by NOSA officials.

6 - Any participant who is formally charged by a court of law with an illegal drug violation, regardless of the level of offense, upon NOSA being so advised, shall be suspended from all forms of participation of events until such time as the charges are fully adjudicated through the legal process.

7 - Any participant convicted of an illegal drug violation, regardless of the level of offense by a court of law shall be prohibited from taking part in any event for a minimum period of 1 year from the date of conviction.

8 - In addition, during any suspension imposed above, all point fund money, including all contingency awards shall be forfeited if the participant is convicted of the charges.

Appeal and Hearing

Any participant suspended for violation of these rules will be granted an appeal hearing by a board of officials designated by NOSA provided the suspended participant requests such a hearing, in writing within 14 calendar days of the date of suspension. It is the responsibility of the suspended participant to make such a request for a hearing.

Reinstatements:

A participant suspended for violation of these rules, except in the case of persons charged with selling drugs may as the result of a decision reached through the appeal and hearing process, be reinstated if:

In the case of drug use, it is mutually agreed that the participant, at his/her own expense will produce documentation from a physician licensed with the state, certifying that he/she is drug independent, as a result of random and periodic examinations and urinalysis testing, at the request of NOSA.

In the case of drug possession, that the participant produces evidence, satisfactory to the hearing panel that he/she was not in possession of illegal drugs.

Prescribed Drugs:

If a participant is using prescription drugs on the advise of a physician, such use must be reported to the chief pit steward or racing director prior to the participants entry. Failure to so notify will subject the participant to penalties as prescribed above.

Probation:

All fines and suspensions will automatically carry a one year from date of infraction probationary period.

Duration of Penalties

All penalties will cover through the entire race season and cover all events.****

Race Procedures:

Registration and Line-ups - All Drivers are responsible for registering their cars. Registration cut off is 45 min before the scheduled start of the race. After that time you start at the rear.

If a car is unable to start the race, all cars behind that car's position will advance one position. Cars entering the track on the parade lap will start at the rear of the field, regardless of their qualifying position. If a car moves out of position ******or jumps**, before the green flag is thrown, the race may be yellow flagged and a miss start declared, putting the driver and/or drivers involved back ******two rows**. If they do it again, then they will be put to the rear of the field.

******All cars receive one push start, any additional re-pushes while on the race surface, results in starting at the rear of the field.**

When a race is stopped after the completion of at least one lap, cars shall be lined up in the order in which they were running at the completion of the last full lap before being stopped. The cars causing the stoppage shall start at the rear of the lap they were on. If a car caused two stoppages (yellow flags) in the same race will be sent to the pits. **Any car that stops for ANY reason goes to the rear of the lap they were on - NO EXCEPTIONS!**

Number of cars in each heat will not exceed 10 cars and nothing less than 6 cars if at all possible. In the future we will run up to 24 cars. We will lineup the heats straight up according to the draw upon entering the pits. Cars will be awarded 25 points for finishing first in their heat, 20 points for second, 15 points for third, 10 points for fourth, and all remaining cars will receive 5 points. Each car will also receive 1.5 points for every position gained from the start of the race to the finish. Cars will be scored by the line up on the last parade lap. The winner of the first heat will then witness a coin toss at the end of the last heat. The coin toss will determine if the eight cars with the highest amount of points accumulated in their heats will be inverted to start the A-main. The remaining 16 cars (12 if running a B-Main) will line straight up according to points, behind the top eight. If there is a B Main required, the remaining cars will transfer to the B-main, where they will be lined up according to points accumulated. The top four cars in the B-main will tag tail end of the A-main according to their finish. If there is a tie in points for two or more drivers, the car receiving the points first will be awarded the first position. (The driver in the earliest heat gets the spot, hence a driver with 30 points in heat #1 will line up ahead of a driver in heat #3 with 30 points)

Any driver missing the draw will start tail end of the last heat, and will not receive any passing points for that event.

A race may be stopped at the discretion of the starter or officials at any time they consider it dangerous or unsafe to continue.

Any car being lapped consistently by the field may be black-flagged at the flagman's discretion. **Restart Rules** - All cars will stay in a single file **nose to tail** until they have passed the cone. As you approach the flag stand, the flagman will give the leader a ******one lap to go signal**. The leader must pick up the pace as he approaches ******turn three**, when the leader has reached the cone, he may accelerate to full racing speed and each and every car behind him may do so also, but cannot pass the car ahead of them until they have passed the cone. At no time will the leader slow down prior to the cone or he will be sent to the tail end.

Driver Changes - The driver who qualifies the car must start the race to receive points. No driver changes are allowed during a race. If you get hurt, another driver can run your car but must qualify it. If there are no further qualifying events, you will start at the rear of the B-Main. If no B-Main is run that evening, you will start at the rear of the feature if the field is not full.

A driver may qualify only one car in a class. In the event of a wreck in practice, the driver will be allowed to qualify another car provided that the car has not yet been qualified. Points will go to that car.

Tire Changing Rule - Tire changing will be allowed in the **B-Main and Feature** only. Any driver in need of a tire change will receive **three minutes** to change a tire by entering the tire changing area by any means on a yellow flag. If you stop on the track to cause your own yellow, because of a flat tire, ******you do not get three minutes, however, you may change it, but you must be back out on the track before the pace car leaves the track.** If you enter the tire change area, you will re-start at the rear of the lap you are on. You must be back on the track before the ******pace car leaves the track.** The flagman will wait for no one. If you enter the pits on a green flag you will be disqualified. If you enter the track on a green flag, you will be disqualified.

Rain Outs - On a rain out, when at least half the laps in the race are finished, the race will be called complete. When half the laps have not been finished, the race will resume where it left off on the next race date.

Fuel Stops- Fuel stops will only be made in the event of extended caution periods where the race is extended beyond reason. Put enough fuel on to run the whole race! A fuel stop will be to the discretion of NOSA officials.

Impound - The top three cars will be impounded ******at the scale** after each feature race. The impound area for each track will be determined at the pit meeting ******if there is no scale.** It is each driver's responsibility to know where the impound area is. If the driver **bypasses** tech for any reason, or **fails** tech the driver will receive **last place points and last place pay.** If a driver is found to have the wrong tire after the heat, before the feature, the driver receives last place points for his heat and will be lined up with those points for the B-Main if more than 24 cars or the A-Main if 24 cars or less.

A Competition Committee will consist of the Competition Directors, Todd Graham, ******Wes Rosinski** and two drivers to be appointed at each race by way of a pill draw from all drivers present. The Committee will be in charge of any altercation, tech, etc. ******The Competition Directors will choose a designated area to discuss the altercation with only the drivers involved and Officials.**

Passing Point System:

The Draw

- 1) All Drivers, or designated team representative, will draw upon entering the pit area, or at the tracks designated draw location. Draw will close 45 min prior to the scheduled start of the night's event. Each Driver is responsible for drawing. Officials will not seek drivers out to draw.
- 2) All Drivers must be a paid NOSA member, presenting their membership card or receipt of membership payment, at time of draw.
- 3) ANY DRIVER FAILING TO DRAW, MISSING THE DRAW, OR NON-NOSA MEMBER, WILL START TAIL END OF THE LAST HEAT, AND WILL NOT RECEIVE ANY PASSING POINTS FOR THE HEAT EVENTS FOR THAT NIGHT.

The Heats

- 1) The car count at the close of the draw will determine the number of heats to be run. Heats will be 10 laps. Heats will not be larger than 10 cars or fewer than 6 cars when possible. 10 - 20 cars will allow for 2 heats, 21 - 30 cars will allow for 3 heats, with 31 or more allowing for 4 heats. The NOSA Competition Director or NOSA official will be responsible for the final decision regarding the number of heat races to be run.
- 2) The heats will be lined straight up, according to the draw. Low number will start on the pole of heat 1, next low number starting on the pole of heat 2, etc. filling the line-up until all cars are accounted for.

Passing Points

- 1) Cars will receive 1.5 points for each car passed during their heat race. Cars will be scored according to their starting position on the original race line-up, and their finishing position on the last lap. (Ex: A car starting in the 3rd spot, and winning the race will receive 3.0 passing pts.) In addition to passing points each car will score the following points for their finishing position in each heat race.

1st Place - 25 pts	5th Place - 5 pts
2nd Place - 20 pts	6th Place - 5 pts
3rd Place - 15 pts	7th Place - 5 pts
4th Place - 10 pts	8th Place - 5 pts

B-Main

- 1) When the car count exceeds 24 cars, a B-Main will be run. The top 20 point earners from the heats will automatically qualify for the A-Main event. Those cars not qualifying through their heats must qualify through the B-Main event.
- 2) The B-Main will be lined straight up according to the points earned from the heat events. The driver with the highest points starting on the pole.
- 3) The top 4 finishers in the B-Main, will line straight up according to the B-Main finish filling the remaining 4 places in the A-Main.
- 4) The B-Main will be 12 laps.

A-Main

The Feature event will be 25 laps consisting of no more than 24 cars, unless otherwise determined by the competition director prior to the start of the heat races.

- 2) The Feature event will be lined straight up according to the points earned in the heat races. At the end of the final heat, the winner of the first heat, being witnessed by a track or NOSA official, will flip a coin to determine whether the first eight positions in the feature event will be inverted.
- 3) The remaining 16 qualifiers will line straight up according to points. In the event of a tie in points, the driver earning the points first will be placed ahead of any subsequent driver earning the same number of points. Ex: a driver earning 30 pts in the first heat will be placed ahead of a driver earning 30 pts in the second heat.

4) When a B-Main is run, the four transferring cars will fill the remaining 4 positions according to their finish in the B-Main event.

Flag Procedures:

Green Flag - The race is officially started when the first green flag has been given. If you spin out after the green flag drops but before the first lap is complete, you will go to the rear of the field.

Checkered Flag - The race has officially ended and all cars must pass underneath the checkered flag for it to be scored on the last lap. If a yellow or red flag comes out during the white flag lap, the track will be cleared and the race will be re-started with the green flag, then White, and Checkered. In the event of a yellow or red flag after the lead car has received the white flag, the race will restart if the cars involved in the accident have not taken the white flag. In the event that the cars involved in the accident have taken the white flag, they will be scored as the last car on the lead lap. If a yellow or red flag comes out after the leader has taken the checkered flag, the race is over.

Red Flag – Stop immediately, Drivers are hereby instructed NOT TO PASS THE SCENE OF AN ACCIDENT OR THE PATH OF THE SAFETY CREW. Any driver passing the accident or the path of the safety crew will be sent to the pits for the remainder of that event.

THERE WILL BE NO GEAR CHANGING ON A RED FLAG
THERE WILL BE NO FLUIDS ALLOWED ON THE TRACK OR TO BE ADDED TO A CAR ON A RED FLAG.

You may go to the tire change area on a red flag, but will re-start at the rear of the field. All drivers must be ready to race one minute from the time the red flag is replaced by the yellow flag. If you are not race ready, you will re-start at the rear of the field.

Yellow Flag - Proceed with caution, the track may not be clear, or a restart is needed. Continuing to race after you have seen the yellow may cause you to be sent tail end. Stopping for any reason other than safety reasons will cause you to be sent tail end. Any driver causing a yellow flag at anytime - even in the first lap - will be sent tail end of the lap you are on. Any driver causing two yellow flags at any time - even on the first lap - will be sent to the pits. Stopping for any reason on a yellow flag will cause you to start tail end of the lap you are on. Example: You cause a yellow, you are on the lead lap, you line up ahead of the lapped cars. You are down one lap, you line up ahead of the cars two laps down.

Line Up After A Caution - All lapped cars will receive one lap back per caution, and will line up one lap down, two laps down etc. behind the cars on the lead lap. Example: A car one lap down will now be on the lead lap and a car two laps down will now be one lap down. Two or three laps later another caution comes out, the cars that were originally two laps down are now on the lead lap and the cars that were three laps down are now one lap down.

Blue Flag w/ Yellow Line - This is the move over flag. It is to make you aware that faster traffic is about to overtake you. You must hold your position on the track.

Black Flag - This means that you have been disqualified from the race. Any driver ignoring the flagman, or causing an un-safe situation may be black-flagged. You must leave the track in a safe manor, as quickly as possible.

Point System:

Points will be awarded at all River Cities Speedway events on the following basis. Points will be doubled on all out of town events.

Points will go with the driver of the car. The driver/will receive the best point finish between the heat race and the consolation race event before entering the feature.

There will be 10 show points awarded to any driver attending a race event.

POINTS AWARDED

Heat races: Consolation races:

1st - 10 pts	1st - 5 pts
2nd - 9 pts	2nd - 4 pts
3rd - 8 pts	3rd - 3 pts
4th - 7 pts	4th - 2 pts
5th - 6 pts	5th - 2 pts
6th - 5 pts	6th - 2 pts
7th - 4 pts	7th - 2 pts
8th - 3 pts	8th - 2 pts
9th - 2 pts	9th - 2 pts
10th - 2 pts	10th - 2 pts

The Feature Race:

1st - 35 pts	13th - 22 pts
2nd - 33 pts	14th - 21 pts
3rd - 32 pts	15th - 20 pts
4th - 31 pts	16th - 19 pts
5th - 30 pts	17th - 18 pts
6th - 29 pts	18th - 17 pts
7th - 28 pts	19th - 16 pts
8th - 27 pts	20th - 15 pts
9th - 26 pts	21st - 14 pts
10th - 25 pts	22nd - 13 pts
11th - 24 pts	23rd - 12 pts
12th - 23 pts	24th - 11 pts

When a driver runs the Feature race and the B-Main, he/she will receive the highest point placing earned, not the total of both races.

All remaining cars receive 11 points