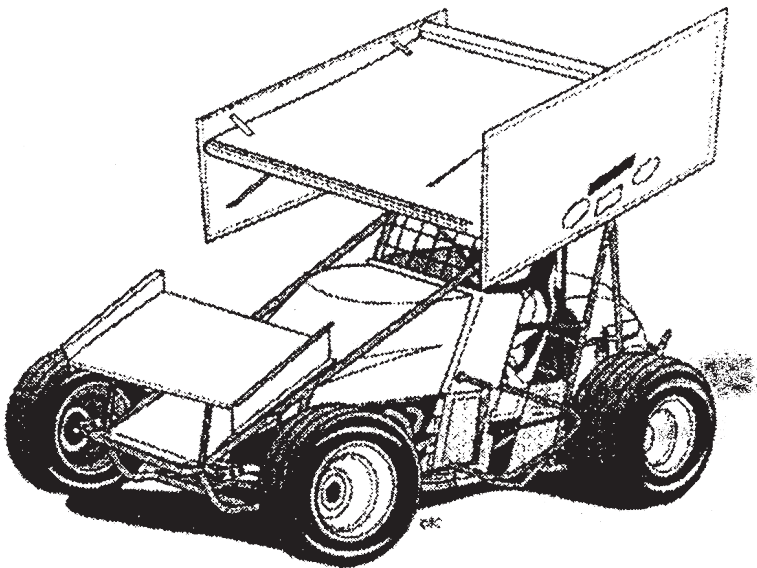




2023 Rule Book



2023 IRA OUTLAW SPRINTS

RULE BOOK

President.....Steve Sinclair

Kevin Spease

Secretary/Treasurer.....Kim Tennyson

(Steve) Cell 815-260-2558 siraprez@sbcglobal.net

(Kim) Cell 847-612-1409 tbmotorsports@msn.com

(Cody) Cell 847-406-8004 tennysd@gmail.com

IRA Excess Member Medical Insurance is provided by K&K Insurance. It provides IRA “GOLD” members an additional \$100,000 in medical coverage over the top of their own personal coverage (first), and the required \$50,000 track participant coverage (second). The member policy would be in place after the first two options were exhausted. For those interested in obtaining more coverage on their own, we strongly urge looking at STIDA program at www.stida.com

SPIRIT OF THE RULE

Although every effort has been directed towards complete, understandable, and correct rules, IRA can't possibly anticipate every situation, circumstance, or interpretation. With this in mind, we must refer to the SPIRIT OF THE RULE. Spirit of the Rule means very simply, the intent of every rule and classification. Additional adjustments, alterations, modifications, and/or replacements not covered by written rules should NOT be assumed to be legal under the SPIRIT OF THE RULE. SPIRIT OF THE RULE will be the final criteria by which rules will be interpreted and enforced.

RULE BOOK DISCLAIMER

The rules and/or regulations set forth herein are designed to provide for 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 participants are deemed to have complied with these rules. **NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATION OF OR A 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 a participant, spectator, or official.

The IRA President or designated Race Director shall be empowered to permit minor deviation from any of the specifications herein or impose any further restrictions that in his opinion do not alter the minimum acceptable requirements. **NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATION OF SPECIFICATIONS.** Any interpretation or deviation of these rules is left to the discretion of the IRA Officials.

Situations may arise that are not precisely covered in this rule book. All rulings and interpretations of the rules included herein will be made by IRA officials.

Amendments and/or updates may be made to these rules at any time. No changes or additions will affect the intent or decisions based upon these rules prior to any amendments.

EACH competitor is solely responsible for the effectiveness and proper installation, per the mfg specs, of personal safety equipment and determining it to be acceptable for competition. Each competitor is expected to investigate and educate themselves regarding their own personal safety equipment.

CAR AND DRIVER SPECIFICATIONS

ENGINE: 410 cubic inch maximum (a slight clean up tolerance not to exceed 4 cubic inches may be deemed legal). No double overhead cam engines, no titanium cranks or rods, no super or turbo chargers. One spark plug per cylinder, two valves per cylinder. Oil pan inspection plug suggested as pans without plug may be subject to removal. Engine must be mounted inline, no offsetting permitted. No titanium cranks, rods, or rod caps. Anything out of the ordinary, must be submitted in advance for approval. No billet machined blocks or heads. An engine pumping over 414 will be declared illegal, at that point you would be given opportunity to pull head for measurement to prove otherwise. **Fuel Injection**, maximum of 3" inside bore diameter measured on the fuel injection body at the butterfly. Butterfly and shaft models only. **NOTE**, an engine may be pumped, and/or inspected, at any time per IRA Official's discretion. If an engine is deemed to be illegal, the car will be disqualified with forfeiture of points or money earned. Suspension may be considered. **The A4MP LS7** has been approved for R&D on this potentially economical 427 option.

FUEL: Methanol (or Ethanol) based fuel only. No performance enhancing additives allowed. Fuel can be checked at any time. Fuel Bladders are mandatory. No carbon fiber or composite material shells allowed. IRA reserves the right to send samples out for more comprehensive testing if deemed necessary. If illegal, penalty will result in disqualification and forfeiture of points and money earned.

NO SPECIFIC TRACTION CONTROL DEVICE allowed. IRA reserves the right to inspect, test, and impound any electronic or other device on the car, including but not restricted to ignition systems, ignition boxes, wiring looms, and/or tachometers. The Xtreme 30 sparkbox version #2 is approved, however Xtreme 30 sparkbox version #3 long or short is NOT legal.

*If found illegal, for this offense, disqualification with forfeiture of points, loss of money earned, plus suspension (possibly severe) likely.

TIRES: Hoosier 4 corner rule, 16" D15A, H15, and 2022 or 2023 MEDIUM, and 15" D12A, H12, H15 LR. D12 or D15 fronts. Cars will not be allowed to race with flat LR, RR, RF. (or LF if off the bead). No tire prep chemicals or tire softeners allowed. Tires may be tested by certified lab, tires not conforming to Hoosier specs will be considered altered. **WARNING:** Do not alter tires. Chemical treatment of tires: Hoosier Racing Tires strictly forbids any chemical alteration of the tire carcass and/or tread compound such as tire "soaking" or use of tread "softener". Hoosier Racing Tire strictly forbids the physical defacement (removal, altering, or covering) of tire sidewall markings in any manner. Failure to comply with this warning could result in premature or catastrophic tire failure and may result in **SERIOUS PERSONAL INJURY OR DEATH**.

WHEELS: Aluminum or steel only. Max width is 18" RR, 15" LR.

WHEEL COVERS: Wheel covers with only 3 attachment points, must be bolted at all 3 points utilizing 5/16 flanged steel bolt and approved fastening system. Wheel covers utilizing a minimum of 5 attachment points may continue to use dzus fasteners, though dzus fasteners must be steel only. Damaged or bent wheel covers will not be allowed.

CARS: Must resemble traditional sprint car design. Anything different (including hoods, body panels, bumpers, nerfs, etc) must meet pre-approval from IRA officials prior to competition, or risk disqualification. Any car deemed unsafe by IRA officials will be denied competition at any time, including attempting to re-enter the track from the work area.

CHASSIS: Roll cage must be of 4 post design. Wheel base no less than 83" and no more than 90". No elliptical tubing used on or as part of main structure. Must have a minimum of 6 mounting points for securely mounting any mfg seat per chassis and seat mfg specs. The following measurements are minimum suggested material: 4130 normalized. Safety bars required.

Top Rails: 1 ½ x .09, Bottom Rails: 1 3/8 x .095 or 1 ½ x .083,

Roll Cage Uprights: 1 3/8 x .083, Roll Cage Top Cross Member: 1 ½ x .095,

Upper Rails: 1 3/8 x .083, Rear End Safety Bar (mandatory): 1 x .083 or 1 ¼ x .065,

Brace: 1 ¼ x .065 **NO additional anti roll/weight transfer bars on the race car.**

Chassis: See diagram regarding mandated 2019 safety bar options.

WEIGHT RULE: Cars must weigh a minimum of 1425 lbs, including the driver. Cars can be weighed at any time. If a car fails to meet that requirement it will be considered last in that specific event with no further penalty. A car can cross the scales no more than twice to determine weight, unless requested by IRA Official. Any bolt on weight or ballast must be painted white with car number displayed on it. Bolt on weight must be securely fastened (to the satisfaction of IRA Officials) between the bottom frame rails and axles but mounted no higher than the upper rails. Cars that bypass scales and "stop" at their pit will be penalized for that event.

TOP WING: Center Foil maximum size is 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 is to be sheathed in aluminum. **Vent holes, dimples, ridges, etc are strictly prohibited anywhere on the wing. Maximum 2" 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.** The top wing can be cockpit/driver adjustable. Other than the slider mechanism, no moving parts permitted on or in foil structure. **Only one slider mechanism allowed on top wing, allowing adjustment forward and backwards only. Center Foil thickness can't exceed 9 inches. Underneath side of Center Foil must appear to be continuous smooth arc with no recesses, concaves, or protrusions.** Center Foil must be one-piece construction. No split or bi-wings will be permitted. Wings must be fabricated of metal alloys only. No fiber glass, 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.**

Side Board Panels: Side panels may not be supported by braces whose section is not horizontal. All braces or supports shall be oriented thin edge to face air stream. Only rectangular, round, or oval metal braces not exceeding 1" in width may be used. No aero section side panel brace material allowed. No brace support shall resemble a wicker bill or a split wing. Top wing sideboards maximum size is 72" long and 30" tall. Panels must be of 1 piece construction. Panels must be fabricated flat so as to have no turnouts or flaps made of more than 2" of material on the front or rear of panel and no more than 1 1/4" on the top or bottom. Panels must be mounted parallel and square to the center foil with no more than 1 1/2" of turnout as measured from the Center Foil.

Only 2 corners on the 2/3 of each top wing side board will be permitted. Each corner shall be set at a 90 degree angle with no tolerance. The leading edge of the side board may not be behind the leading edge of the Center Foil.

Nose Wing side boards maximum size is 12" tall and 26" long with no more than 1" overhang from the center foil front edge to the side board front edge. Side boards may have front, back, and top turnouts of no more than 1/2". **Panels must be mounted parallel and square to the Center Foil with no more than 1 1/2" of turnout as measured from the Center Foil.**

Nose Wing: Center Foil maximum size is 6 square feet with a maximum width of 36". Center Foil shall be fully sheathed in aluminum. No vent holes allowed. 2" wicker bill allowed on any front wing. Maximum distance from the Center Foil front edge to the front edge of the front axle may not exceed 20". The Center Foil front edge must remain at least 1" behind the front edge of the front bumper. Center Foil top surface from side to side must remain flat. Center Foil must be one piece. No split or bi-wings allowed. 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. The nose wing must not extend beyond the outside of the front tires. The nose wing may not be cockpit or driver adjustable while the car is stationary or in motion. No moving parts allowed on or in foil structure. The 5" section located at the rear of the front foil must not have a belly/curl arc that is out of proportion with the rest of the front foil. As measured on a 5" straight edge, the belly at 2 1/2" from the rear of the foil may not be deeper than 3/8". There is zero tolerance on this 3/8" depth. It is suggested that the wing blueprint specify 11/32" depth so that if any deflection or movement of the wing occurs, the depth will not exceed the 3/8" specification. (This 3/8" measurement ensures that the belly/curl arc is gradual). The belly/curl arc must span the entire length of the front foil and appear to be a gradual arc with the deepest point no further back than 12" from the leading edge. The belly/curl arc must start at the front foil's leading edge and shall not exceed a depth of 2". The foil thickness can't exceed 3.6" (5" for flat center foils). No rudders or fins on nose wings. A maximum 2" removeable wickerbill may be mounted on the rear edge of the centerfoil.

WING T POSTS: Will be built from 1" x .083" minimum ASTM4130 normalized steel or equivalent material. HRP8811-A75-HD is only cast post permitted.

BRAKES: All cars must be equipped with the minimum of 2 brakes, one front and one rear. Only steel, aluminum, titanium, or carbon fiber brake rotors allowed. Cars knowingly without working brakes will not be allowed to race, or resume racing.

SHOCKS: No cockpit adjustable shocks. No electronically adjusted shocks.

MUFFLERS & HEADERS: RA allows either the Schoenfeld #112535 or Schoenfeld #14272735-78 at venues requiring mufflers. Mufflers need to be welded, thru bolted, or attached by approved clamp system (King). Loss of muffler will result in a black flag or disqualification (to last place) for that event. Mufflers must be unaltered. Headers must be steel or stainless steel.

FRONT AXLES & TETHERS: Steel axles only. Minimum sizes 2 ¼ x .120, 2 3/8 x .095, 2 ½ x .095. All axle tethers are required to attach to the front engine plate post or the rear bolt of the front radius rod, NOT the radiator post. Approved SFI 55.1 axle tether systems are mandatory. Systems must include a kingpin to kingpin tether that will attach to the axle clamp/band. Tether systems must be attached per mfg specs.

LF RADIUS ROD: 4130 steel rod and rod ends.

DRAG LINK: Drag links must be tethered to the frame. Captured 4130 steel heim ends and a 1" diameter steel construction with .058 sidewalls are suggested for drag links and tie rods.

DRIVELINES: Drivelines must be completely enclosed and must utilize a torque tube with metal hoop and/or strap restraint. Carbon fiber torque tubes are legal. IRA **STRONGLY** urges the use of a drive line containment system. Driveline u-joint scattershields, steel torque ball housings minimum .120 thick and/or torque ball u-joint containment blankets are again **STRONGLY encouraged and suggested.**

FLOOR PAN: Steel, carbon fiber, or aluminum only. Wedges and/or foils underneath the race car will not be permitted.

TORSION BAR: No cockpit adjustability. **Stop/arm locks are required on front.**

BUMPERS & NERFS: All rear bumpers must be steel, minimum 1" diameter and minimum .065 thick. The front bumper must not extend more than 8" from the frame and/or the measurement from the center of the front axle to the front bumper must not exceed 23 ½". NOTE, anything designed beyond "chassis mfg normal" must be pre-approved by IRA prior to competition. Cars must have a rear bumper to start or restart a race.

BODY SIDE PANEL: Right side panel must have a minimum opening of 10" x 21". Maximum distance from the frame is 7". Radius rod protectors are permitted, the maximum protector vertical opening will be 10" in height by 24" long and it must NOT extend more than 3 ½" from the outside edge of the bottom frame rails. A 1 1/2" wide by 20" long exhaust fume deflector, located on the bottom side-body panel at the rear edge will be permitted. The turnout angle must not exceed 90 degrees. Elbow room alterations must be limited to the area between the roll cage and not be designed to trap or deflect air in order to gain a competitive advantage. All other side paneling must be fabricated flat and must not extend past the outside edge of the frame rails more than the thickness of the paneling material. **We suggest any panel, hood, radius rod protectors, fume deflectors, etc beyond the normal appearance be pre-approved by IRA Officials. Note, Left side panels deemed too large and a safety concern may require trimming or removal per request of IRA officials.**

NUMBERS: Must be legible, both sides plus tail tank. Top Wing is preferred too.

SEATS: All current aluminum seats must be full containment type construction and adhere to general specifications of SFI 39.2 seat construction standards. Approved carbon fiber seats must have a current SFI 39.2 certification. Upgrading seats with bolt on kits will be permitted utilizing mfg produced kit and acceptable bare seat approved by mfg. Seats must be used as supplied and installed following mfg instructions. If the left side surround is 7" or less when measured from the back of the headrest, then a side net meeting SFI 37.1 must be installed with quick release latch. A minimum left side surround of 4" is required. A rear cross member or rear end bar should be mounted below the lowest part of the seat.

HEAD & NECK RESTRAINT SYSTEMS: Mandatory. Devices should meet SFI specs, and be installed per mfg instructions. A device meeting SFI 38.1 is recommended.

SEAT BELTS: Each car will be equipped with a minimum of an SFI 16.5 or SFI 16.1 approved restraint system, and be within the 2 year of the date of manufacture. Seat belt restraint systems shall be installed and used in accordance with mfg instructions. Seat belt material should not be allowed to come in contact with any sharp or metal edge, including when the belt passes through the seat. A 7-point harness is recommended. Only belts that bolt to, or wrap around chassis are permitted.

DRIVING SUIT: The driver's suit should be constructed of multi-layered fire-retardant material of SFI rating 3.2A/5 or above. Fire retardant SFI 3.3gloves and shoes are mandatory. Nomex (or equivalent) underwear, socks, head sock and/or head skirt are also **STRONGLY RECOMMENDED**. Arm restraints are also **STRONGLY RECOMMENDED**.

HELMETS: All drivers **ARE REQUIRED** to wear a full face helmet with a minimum safety rating of FIA 8860-2018, FIA 8859-2015, Snell SA 2015, Snell EA2016, or Snell SA 2020.

OTHER SAFETY RECOMMENDATIONS:

No sharp or protruding edges in and around cockpit.

A clearly marked electrical engine shut off switch within reach of the driver.

A clearly marked fuel shut off valve within reach of the driver.

Only SFI flame retardant seat, roll bar, knee, and steering padding.

A Eject™ helmet removal system installed by mfg instructions

All teams should have an easily accessible FFF fire extinguisher at the back of each trailer.

ROCK SCREENS: STRONGLY SUGGESTED AND ENCOURAGED.

FIRE SUPPRESSION: Systems are HIGHLY / STRONGLY recommended now and will be mandatory soon. They must be installed securely and meet or exceed SFI 17.3 specs. Approved mfg are; Lifeline 360, Safety Systems / Firebottle, Spa Technique, and Safecraft.

Electronics, Gauges and Dashes

1. 2-way communication devices in or attached to the race vehicle or on the driver's person will not be permitted.
2. Cellular, satellite and/or Wi-Fi devices in or attached to the race vehicle or the driver's person will not be permitted (including cell phones or smart watches).
3. Antennas will not be permitted in or attached to the race vehicle or carried by the driver.
4. All forms of a vehicle position system (GPS) will not be permitted.
5. Only approved lap timing and or lap time recording devices (transponders) will be permitted.
6. Gauges to monitor engine conditions are permitted at the discretion of IRA Officials.
7. All Electric gages whether analog or digital, except tachometers, will only be permitted to have one (1) input from the respective gauge sensor. Outputs from the gauges will not be permitted. Tachometers will be permitted to record engine RPM for recall.
8. Electronic Dash Modules will not be allowed in the IRA.

All additional wiring harnesses related to electronic dash modules or any other type of data acquisition must be completely removed from the race vehicle during an event.

DRIVER RADIO: A WORKING RaceCeiver or Switch style Radio is mandatory. The default channel frequency of 454.000 will be the primary, with channel 1561 being our secondary choice. Failing to have a working radio or disobeying an IRA Official's voice command can lead to disqualification and forfeiture of money earned.

BATTERIES: No batteries other than those in Driver Radio are allowed.

NO MIRRORS, radios (other than RaceCeiver) or communication equipment allowed.

No hollow or drilled out bolts

CONDUCT: While IRA understands that auto racing is a highly emotional sport, we understand that good sportsmanship is the cornerstone of any race program. This must include respect for all participants, IRA Officials, track ownership & staff, push truck & wrecker crews, fans, and sponsors. While we understand the emotion, IRA will not tolerate public displays of poor sportsmanship, stopping your race car on the track to dispute a call or scoring placement, fighting, harassment, or verbal abuse. Threatening or obscene gestures and/or language aimed at an official or competitor, rough driving, fighting, pushing or assaulting an official, or destroying IRA property can result in disqualification, forfeiture of money, fine, banishment from premises, probation, and/or suspension. In case of suspension, if a number of race dates are handed out, rain-outs do not count. If money has been paid prior to an infraction of any kind and a penalty assessed, the money **MUST BE** returned to IRA prior to any further competition with the IRA. Drivers and owners are responsible for the actions of their crews. Entering another racer's pit stall in an aggressive manner is already a fault and in situations where problems escalate because of it will have that taken into consideration, thus stay out of other competitor's pit stalls. The IRA cannot control situations where the track ownership bans individuals from future IRA events at their facility due to poor prior conduct at that venue, nor are we above the law if trouble escalates to that point. It should be noted that team members whose car is not on the scales, or in the work area.... **HAVE NO BUSINESS BEING IN THOSE AREAS!**

In closing, sportsmanship does not just pertain to activities at the track. Remember what you say, or type online, has meaning and what you do has consequences, such as having your IRA membership in good standing revoked, suspension is an option also, so please think before you lash out. This applies to IRA officials as well.

- **No alcohol, or illegal drugs may be consumed by a driver before or during an event. We reserve the right to have the track medical staff determine if a driver, who we may suspect of doing either, be fit for competition. IRA reserves the right to drug test at any time. Refusal to be checked upon request is automatic disqualification.**
- **Drivers must remain with their car, until instructed otherwise by IRA officials or safety crew during any red or yellow they are involved in. Penalty may result if failure to do so.**
- **IRA reserves the right to penalize by taking away points, money earned from that event, fines, suspension, or any combination thereof.**

PROCEDURES

PILL DRAW: It's the drivers/teams responsibility to enter/draw at designated location (IRA trailer) prior to the posted Driver's Meeting time. Teams will have the ability to draw if knowingly running late by contacting IRA at 815-260-2558 prior to Driver's Meeting. A team who did not notify IRA of running late showing up after the Driver's Meeting has started, will be placed last in the qualifying order and receive only 1 qualifying lap (with penalty). By drawing a pill, teams agree to adhere to IRA rules.

DRIVERS MEETING: It is required for drivers to attend the meeting. If for some extraordinary reason they can't, a team representative should. It is the Drivers responsibility to pass along all pertinent information from the meeting to their crews. Failure to advise meeting info is on the driver/team.

INSPECTIONS: IRA reserves the right to inspect any car, at any time.

IRA Officials may at their discretion, impound a part/component/engine/tire/wheel for further analysis prior to any determination of legality, or safety.

PACKING: This is the responsibility of ALL cars to participate equally. Failure to do so may result in a penalty.

HOT LAPS: Cars must hot lap in their respective groups, unless with an IRA officials approval.

QUALIFYING: All cars are to take their qualifying laps in order of pill draw. If qualifying has already concluded, late arrivals will tag an assigned heat. Cars that miss their assigned qualifying order by more than 3 cars will be penalized and receive one lap at the end. Cars which push-off for a qualifying attempt but do not take the green will also be penalized and will get a one lap attempt at the end. Cars penalized in qualifying can NOT start better than one position out of the heat race invert, with no further penalty. If you spin or stop on either your pre-green, green, (and simply get pushed again) or white lap, you lose a lap without penalty. One push per lap. While IRA typically has single car qualifying, it reserves the right to do multi-car electronic qualifying in circumstances where IRA Officials deem necessary. Regarding ties, IRA timing is 5 digit, if still tied, ties are handled by who had the better "other lap."

In a 4 heat program IRA will split the field at 32 cars or more, with the first half of the draw cars going to Group A which will make up heats 1 & 2, with the second half of draw cars going to group B and heats 3 & 4.

In fields of 48 and over, IRA reserves the right to either remain at 4 heats, possibly with slowest qualifiers in each group going directly to a C-main if deemed necessary, or to a 6 heat A/B program lined straight up transferring 3.

Note: If qualifying is not held, the IRA passing point system will be utilized. Ties go to who achieved that in lower heat.

HEATS: Heats are lined up based on qualifying times, inverting four. Fastest qualifier outside the invert will start 3rd row inside, etc... Number of cars designated for transfer will be based on car count and determined at Driver's Meeting. If 32 or more cars 4 heats, If 3 heats 6 transfer, 4 heats 5, If 4 heat program, Group A makes up inside of A, Group B outside. You must finish to transfer, thus if not enough cars in a specific heat finish to fill transfers, additional cars will transfer from the B.

DASHES: IRA will run two, 5 car, 4 lap dashes. Dash cars consist of Heat winners and the next fastest qualifiers who transferred thru their heat, depending upon number of heats and car count. Redraw process is fastest to slowest based on qualifying for draw order, and then divided into separate odd/even dashes. The finish of the dashes will comprise the first 5 rows of the A-main lined up, the inside (odd dash), and outside (even dash). If a 4 heat program, separate A & B dashes lining up inside and outside of A.

If 18 cars or less, only 4 cars per dash.

B-MAIN: The B-Main consists of cars which failed to transfer through their heats. The front row consists of the fastest two non-transfer cars through qualifying, followed by heat finishers by time. If twin B's are required, the fastest non-transfer car from each group starts on the pole of the respective A & B groups with 2 cars transferring from each, and tagging their respective groups. *If no B is run, the lineup which would have been the B, will tag the A transfers.

A-MAIN: The first five rows lines up based on Dash finishes. The rest of the field will be the remaining heat transfer cars based on heat finishing position, then by the time per finishing position. B-Main transfers tag the field based on B-Main finish.

ONLY 1 PUSH OFF PER RACE: You are allowed only 1 good push prior to the start or restart of any race to keep your position. ONLY exceptions are if an IRA Official stops you for a safety check. Or a on a restart following a red flag, if a driver stops in front of an IRA official (not the work area) for a safety issue, such as belts or radio, and the driver can fix themselves in a timely manner without having to go to the work area, the driver will get his spot back.

LINE UPS: Heat line-ups are made by taking the fastest 4 cars per heat and inverting them. For example: if 4 heats are being run, the fastest qualifiers make the heat race inversion with the fast qualifier designated for second row outside of the FIRST heat, second fast to start second row outside SECOND heat, etc. Using this scenario, the fastest non-inversion car starts the first heat third row inside, etc.

Changes in event line-ups will be handled in this manner. If a car scratches before the race is pushed off (not started, but pushed off), a new line-up will be made. If a car fails to answer the call for a race for which it is scheduled and the other cars in that race have been pushed off, the line-up change will be handled in this manner. If the car which is absent was to start on the inside of a row, the inside row only moves straight up filling the vacancy left by the scratched car.

If the initial green for a race is waved and an incident occurs which brings a yellow or red, the inside and outside rows move straight up to fill the vacancies left by missing cars. If following a multi-car first lap melee, an in-proportionate number (more than 2) inside vs outside, cars will be criss-crossed and a new line-up can be made to re-align field.

ALTERNATES: A-main only. The designated alternate is the car that finished the B one spot out of the transfer. That car can sit ready in staging, or push off with the A-main and wait for notification to pull off or stay out, prior to the parade lap. If someone fails to get started for the A, the rows would move up to fill the vacancy and the alternate would start on the last row, either inside or outside, depending where the scratched car was to start. The scratched car will not receive A-Main points or money, actually swapping B-Main points with the alternate.

Once the initial green is waved, even if a lap is not completed, the field will be deemed complete, and no alternate will be added to replace damaged cars.

STARTS: Pole car sets the pace going into turn 3 and should remain at the moderate pace til the front row fires together at a designated spot (cone, white line, etc.) nearing the fourth turn. The rest of the field must be SIDE BY SIDE, NOSE TO TAIL. When this spot is reached, the leaders must accelerate, the remainder of the field may also accelerate at this time. Cars out of line and NOT nose to tail when leader fires can be called for a jump and will be penalized if we have to go yellow because of them. If front row can't work together, one or both may be penalized and swap positions with the 2nd row. Cars called for a jump further back will be sent to the tail as yellow is considered for them and creates one unassisted yellow against them.

Do not pass the pace car without being told to do so while lining up, or you may be penalized.

SCORING: The entire field has to complete a lap before a single file restart occurs. IRA utilizes "split yellow" scoring. When a yellow or red flag is waved, scoring terminates. However, that lap will count and cars that were scored will be lined up as such, providing two or more cars have crossed the line with the remainder of field being lined up according to previous lap scored. Cars involved in an incident will tag the cars on same lap they were running. UNLESS if within the last 5 laps, as then all incident cars tag entire field though retain the lap they were on. On restarts, the entire field must cross the line before the lap will count. IRA uses DRIVER radios and teams are expected to use them for directions regarding position from the tower, a penalty can be issued for failure to use a radio or obey commands.

LUCKY DOG/LAPPED CARS: This will be used in the A-main only. All cars 1 lap down when a yellow, or red comes out will be allowed to move to the tail of the field and get their lap back. Unless within last 5 laps of the race, lapped cars will be put to the tail all race, though will not get lap back in last 5 laps of race. Cars more than 1 lap down, move behind Lucky Dog cars and do not get lap back. This rule holds true for A-mains only. IRA reserves the right in heats and/or B-mains to move a “slow” moving lapped car(s) to the tail on restarts, that car would remain lapped. There are NO Lucky Dogs in the last 5 laps.

LINING UP FOR SINGLE FILE RESTARTS: When the yellow flag is waved, pull up to the car directly in front of you, whether it be lapped or not, and form a single file line, nose to tail. GET SINGLE FILE! Once the scorers have the lineup we will move lapped cars to the tail. Cars on the lead lap that were involved will restart IN FRONT OF Lucky Dog cars. Cars 2 laps down or more will tag the tail behind Lucky Dog cars. This scenario holds true until the last 5 laps. If a yellow or red waves in the last 5 laps, there is No Lucky Dog, however lapped cars still move behind all lead lap cars, except for those involved in incident, those cars restart on the tail and remain on whatever lap they were on, lead lap or otherwise.

RESTARTS: The IRA uses a restart cone on the front-chute, the leader can pick up throttle anywhere he chooses between the 3-4 apex (not in 3) and the initial start chalk line/cone near turn 4. The leader sets the line and everyone needs to follow that line until the leader fires. All cars need to go single file on the outside of the cone before passing cars. Anyone knocking the cone down, going inside the cone, or passing before the cone will be penalized by being sent to the tail (unless officials feel forced or avoiding incident), or penalized 2 positions for every car passed by doing so in cases where a YELLOW ISN'T THROWN AT TIME OF PENALTY, the penalty is then assessed at next race stoppage, or conclusion if no prior stoppage. Being side by side at the cone, even though not truly passing for position CAN be ruled a pass (jump). Cars are to be nose to tail until passing thru the cone, if the front wheels of car are next to the rear wheels of car ahead at the cone, it can be a jump. Note, once Lucky Dogs cars are given their lap back and we attempt to go back to green, this new line up is official, thus any car involved in a caution on the restart lap, will go to tail,

JUMPING STARTS: On the races initial start, if the front row can't work together and get an even start at the specified starting area, one or both offenders will be penalized. If a car further back gets out of line, not nose to tail, prior to the front row accelerating, it can be considered a jump. If we have to go yellow, the offending car will be sent to the tail..

360 SPIN RULE: IRA frowns upon 360 spins, particularly in traffic. **IF A IRA OFFICIAL BELIEVES THE SITUATION TO BE UNSAFE or hinders other cars,** a yellow will be called and the car performing the 360 will be put to the rear. The 360 car can also be considered involved if its' 360 caused an incident that forced a yellow. **IF A IRA OFFICIAL DOES NOT BELIEVE THE SPIN TO BE EITHER UNSAFE OR A HINDERANCE TO OTHERS, NO YELLOW WILL BE CALLED.** Yes this is a discretionary “gray” area, though IRA will do its best to be consistent in how these are called. There is no perfect scenario. A blend may be considered in certain circumstances.

INADVERTANT YELLOW: If a yellow was thrown by the flagman without being told to do so by an IRA Official, or an IRA Official mistakenly prematurely called for a yellow, the IRA Race Director, working with scoring, can put the cars in question back into their spot, or blend the car(s) in question back to where the inadvertent call was made.

TWO YELLOW RULE: Any driver who causes two yellows in any race (unassisted) will disqualify himself from the remainder of that particular race. The car will be brought to the pit area and not restarted. Assisted is any incident in which more than one car needs to be re-pushed, or any single car which spun due to obvious contact from another. Additionally, no car can be involved in any more than three race stopping incidents of any combination, assisted or unassisted, and be restarted in any one race.

WORK AREA: Two minutes in the specific designated work area will be granted to any car causing or being involved in a race stopping incident, WHEN POSSIBLE. However the work area will be closed after halfway of any heat, and after 30 minutes (without refueling opportunity) in any A, and additionally in situations involving curfew, time, etc and will be notified as such on Driver radio. The two-minute clock starts when the car, or last car in multiple car incident, arrives in the work area. The work must be completed within the two minutes AND appear safe for restarting in the opinion of IRA work area official. Any car returning to a race from the work area which purposely causes its' own yellow in hopes of returning to the work area to further repair car will not be allowed to restart. Fuel may not be added during a work area yellow or closed red. If the work area clock has been started, and another car should then enter the work area, that additional car(s) will not be given two minutes of its' own, but only be granted the remaining clock time of the original work area car as it is not that new car's yellow. There is no work area clock prior to the initial start, or restart of any race, cars must be ready to start race when tower and flagman are ready.

IRA RESERVES THE RIGHT TO CHANGE WORK AREA ELIGIBILITY, (possibly only allowing cars with flat tires or that were involved in a contact incident to enter), with advance warning prior to any race.

BEHIND THE PIT WALL: A car can go into the pits/trailer for extensive repairs during an OPEN red flag stop, however, it must be back on the track prior to the 1 to the green restart flag and start on the tail. A car can rejoin a race after another green flag has been thrown, only if another yellow or red occurs and another lap has yet to be scored.

INCOMPLETED RACE: In an event where the feature race is stopped before its posted lap completion, it will be deemed an official race if more than half the distance has been completed. If a race is stopped prior to that point, all A-MAIN cars split the purse and each A-MAIN car receives 30 points, unless the race is postponed.

4 WHEELERS & PIT CARTS: No 4 wheelers and/or pit carts are allowed beyond push-off area or on the track during a red, unless specifically approved by IRA officials. PENALTY for noncompliance can be loss of position, or being sent to the tail, depending upon severity.

DRIVER/CAR SWAPPING: Drivers are allowed to drive a car other than the one they signed in (drew qualifying number for). If this occurs after the close of pill draw, the new car/driver combination(s) will qualify last with penalty. No driver can qualify more than one car. A driver may race a car other than the one qualified, though by changing cars, the original car, and the driver of latest entry will be automatically disqualified for the remainder of the event. All driver changes must occur prior to the start of the B- Main. If a car/driver combination did not receive a qualifying time, they must start their heat from the back. New car/driver combinations can still take place following heats, however, no matter if the car transferred into the A-Main with another driver, it gives that up, and the new driver must run the B-Main with hopes of transferring and must start from the back of the B-Main. No driver can start the A-Main without earning a starting position themselves, either by transferring their latest entry through either a heat or the B-Main, (unless there isn't a B and they use a back-up car, see Back Up Cars below). Remember once a driver leaves their original entered car to drive another car, the original mount is scratched with no track points earned. If a B-main is run, a driver CAN NOT start the A-Main in a car they did not transfer into the A-Main. Once the initial green flag of any race waves, even if a yellow or red flag comes out prior to completing a lap, no car/driver changes will be allowed for that particular race.

BACK UP CARS: Back up cars (ANY car not drawn in) are allowed prior to qualifying without changing qualifying order. Back up cars can be used in heat or B, though must start from the tail. Driver must race themselves into A, unless there isn't a B. Any on-track points earned by the original car will be erased. In cases where there isn't a B, drivers running a back-up car from the tail of A-main do NOT receive any passing points, only finishing points.

A DASH competitor who received unrepairable damage in the DASH, can drive a back up car and start the A-main directly without giving up prior points, as dash spot was earned, however must start the A-main from the tail, with no passing points. 6th row car will move up to fill the void of dash car with dash car tagging that row.

FIGHTING (see Unsportsmanlike Conduct)

IDISQUALIFICATION: Basic is being found in basic violation, such as weight infraction as example, it simply makes offender last place finisher. A flagrant disqualification is a purposeful attempt to break the rules, and can result in forfeiture of both points and/or earnings, and even possible fine, or suspension. In either case, if payout was done prior to formal disqualification, it is owed back immediately.

HAVE FUN RULE: Have FUN and be safe. We all come out to the races because we enjoy it. Don't let YOUR bad luck or foul mood ruin the positive racing experience of others.

FLAGS

GREEN: When the green flag waves, it constitutes the beginning of a race, even if the initial lap is not completed.

BLACK: Pull safely OFF the track, leave the racing surface without causing a yellow. Something is wrong with your car that is jeopardizing the safety of yourself and your fellow drivers. Failing to acknowledge a black flag is automatic disqualification.

YELLOW: Proceed with caution, DO NOT PASS, pull directly behind the car in front of you forming a single file (nose to tail) line to await the restart line-up. When a yellow is shown, scoring has stopped. Do not race back to the start/finish line.

Note: If your car comes to a stop, even though no contact was made in an incident, you will be considered involved and be put to the tail of either the lead lap, Lucky Dog, or very tail. If your car loses something which causes a yellow, if the part lost doesn't break any other rule, you can restart on the tail. If debris from another car becomes hooked to yours causing a dangerous situation, the yellow will come out, your car will be stopped to have the debris removed, you will get your spot back, and if it can be determined whose car created/or lost something to cause this yellow, that car will be put to the tail. If debris falls off your car from prior contact, it is up to the judgement of officials if they deem the debris fell off through no fault of your own, and if so you may get your spot back or tag the tail of your respective lap. If your car is involved in an incident or stops on the track causing a yellow, you will have 2 minutes (if work area is open) from the time the car arrives in the designated work area to make any necessary repairs. If this can't be completed, you will not be able to rejoin that race. Designated work areas are off the racing surface and crews are not allowed to work on the car until it is in the work area, unless directed by an IRA official. If work begins before the car is in the work area the car will be disqualified.

RED: The race is being stopped, slow your car down and bring it to a stop on the racing surface. DO NOT drive through a RED crash scene, doing so can result in a penalty. If contact is made and your car comes to a stop because of it, you are considered involved. Spinning to avoid a red situation also unfortunately "may" be considered being involved and in both cases you will restart at the tail. Spinning to avoid ??? will be determined by Race Director.

Red flag condition will be considered **A CLOSED TRACK** unless otherwise stated by IRA officials. The track will be opened to crew members **ONLY IF** it is going to take a considerable amount of time to clean up the incident and **ONLY AFTER** all cars are in the work area. Any time there is an open red, time will start over from when the first car pushed off. (check your fuel) IRA will use a standard of 35-40 minutes of running time before considering refueling.

OPEN RED: NOTE: 4-WHEELERS ARE NOT ALLOWED ON TO RACE TRACK DURING RACE, driver will be penalized and sent to tail... Push trucks will bring cars back to work area as soon as possible. Crews may wrench cars, add fuel, tear-offs, etc. however; **TEAMS ARE NOT ALLOWED TO REMOVE A TIRE, OR TIRES FROM VEHICLE FOR ANY REASON.** Doing so will result in a penalty and sent to tail of field. If car is not ready when a push truck arrives at your car for push-off after a red you may be penalized and sent to tail.

WHITE: 1 lap to go before the completion of a race. If a yellow or red flag is needed on this lap, when racing resumes there will be a GREEN, WHITE, CHECKERD, finish.

CHECKERED: The race has been finished.

YELLOW/CHECKERED (both): An incident has occurred on the track after the checkered has been shown to the leader or already waved. The cars crossing the line prior to the yellow light or flag being waved will be scored as finished, the remainder of the field will be scored from the previous lap, except for the cars involved in the incident, they will tag the last scored lap. Weather, curfew, or track conditions can also cause a yellow/checkered. It only takes the leader to get the checker to conclude the race, this is the only time two cars are not required to count the lap when split scoring.

RED/CHECKERED (both): Same as yellow/checkered, however, the incident is more severe and cars need to stop immediately and follow normal “closed” red flag procedures, the race is over.

GREEN/WHITE TOGETHER: In certain extreme circumstances, the Race Director can call for a Green/White final restart to a race.

PRODUCT AND POINT FUND ELIGIBILITY

PRODUCT: To be eligible for any product given away at any event, a driver/or car owner must have purchased a IRA membership with insurance. The driver/or car owner must NEVER have competed in a non-IRA-sanctioned sprint event within the same state, on the same night as an IRA event was being held. Driver/Owner is to display required decals of sponsor/product for eligibility. IRA requires specific “series” sponsor stickers displayed on car, any car failing to display mandated stickers from any sponsor in designated location, will not be allowed to benefit from any funds that particular sponsor provides.

POINT FUND: To be eligible for the annual IRA point fund, a driver/or owner must have purchased a IRA membership with insurance; have competed in at least 80% of the completed events; never ran against an IRA sanctioned event, MORE THAN ONCE, in the same state on the same night as an IRA event and must be a member in good standing. Money paid out will be based upon participation percentage. Driver/owner is required to display required decals of sponsor/product for eligibility.

NOTE: There is a one time “grace period” for any driver/or owner who is an IRA member in good standing that meets all the above criteria. This “grace period” allows a driver/owner to miss remaining number of consecutive race nights because of a major crash, or a major engine problem, specifically, a blown motor that happens during a consecutive series of racing. These missed nights should not be deducted from the driver/ owner’s 80% participation requirements. An IRA official must be made known of the severity of damage and/or driver injury, and the fact the “grace period” be started. This only applies at IRA sanctioned events.

*Only 50% of the posted point money will be paid to owners & drivers who do not attend the awards banquet.

TRANSPONDERS: IRA requests members to own their own Westhold transponder. Renters will be required to pay a \$15 administrative/transponder rental fee on a per event basis. The fee can be paid at pill draw or prior to receiving check at the end of the evening. ALL IRA owned transponders MUST BE returned at payout in order to receive a check. Anyone returning a damaged transponder will be charged for the damage, replacement cost is \$150 for the transponder, and \$10 for pouch (our cost). It is the race team's responsibility to properly secure their transponder.

PAYOUT: To expedite and keep actual purse pay accurate, Tire & Transponder bills will not be deducted from purse checks. It is TEAMS responsibility to pay for tires, and transponder rentals separately and timely, and purse pay CAN BE held if tires and transponder fees haven't been paid in such manner.

TOW MONEY: Tow money is paid to series teams whose declared intent is to run the full schedule. 80% teams may be included at lesser levels depending upon location. Tow \$ is paid at pill draw at the NEXT event. If a team fails to participate at the NEXT event, tow money from the PRIOR event will be forfeited.

ROOKIE: Beginning in 2023, and beyond, a driver can run up to 50% (rounded up) of the schedule without losing rookie eligibility. This rule begins in 2023, drivers from previous years that exceeded the prior rule, are not eligible.

POINTS BREAKDOWN

Show Up: 60 (pts will be awarded on a rain-out if all teams have signed in)

Qualifying: 10, 8, 7, 6, 5, 4, 3, 2 (pts will be awarded to top 8) same per A & B Groups.

Note, the 8 who accumulate the most heat points in a passing point formula utilized in a non-qualifying format event will be awarded qualifying points.

Heats: 15, 13, 12, 11, (if 4 transfer), 10 for 5th if 5 transfer, 9 for 6th if 6 transfer.

B-Main Transfer: 10, 8, 7 (and down 1 point for every B-Main transfer position)

B-Main Non-Transfer: 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1

A-main: 65-1st, 60-2nd, 56-3rd, 52-4th, 48-5th, 45-6th, 42-7th, 39-8th, 36-9th, 33-10th, 31-11th, 29-12th, 27-13th, 25-14th, 23-15th, 22-16th, 21-17th, 20-18th, 19-19th, 18-20th, 17-21st on back.

PASSING: 1 point will be awarded for each finishing position advanced from starting position in Heat and A-main competition. Starting position is determined on the original pace lap (not board line-up).

POINTS FOR ALL STAR Co-SANCTIONS

Based on IRA members only

Show up: 60, Qualifying: Top 8 (IRA cars only). Heats, B, Passing: None

A & B Combined: Based on our regular A-main point structure and including IRA member cars only. Our best finishing non-transfer B car will get A-main points behind last A finisher on down through B field, and any DNS car.