



COMPACT COMBAT

Welcome!

Thank you for your interest in racing at Sycamore Speedway! We look forward to an exciting 2022 Racing Season. As an organization, our primary obligations are to our race fans and our drivers. To ensure we meet everyone's expectations and provide an excellent experience for everyone, it's imperative that each one of us understand and adhere to our racing rules.



Read through this rule book. It's important that you know and understand the operation of our events and Sycamore Speedway's mechanical and procedural rules.

In the event of an issue or disagreement, the Sycamore Speedway Management and Track Officials will refer to these rules to help come to a resolution regarding a disagreement over technical questions. They will also use these rules to establish the length, frequency and administration of all racing events and determine all finishing positions. **Sycamore Speedway's decision is final.**

RULEBOOK DISCLAIMER – THIS WILL BE IN EFFECT FOR AT LEAST 3 SEASONS (2022, 2023, & 2024)

The rules and/or regulations set forth herein are designed to provide for orderly conduct of racing to establish minimum acceptable requirements for such events. These rules shall govern the conditions of all events, and by participating in these events, all participants are deemed to have complied with the rules. **NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATIONS 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 a participant, spectator, or official. The Race Director shall be empowered to permit minor deviation from any of the specifications herein or impose any further restrictions that, in his/her opinion, do not alter the minimum acceptable requirements. **NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH AN ALTERATION OF SPECIFICATION.** Any interpretation or deviation of these rules is left to the discretion of the Track Officials. Their decision is final! Other items not covered in this information will be decided by Track Officials.

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General Rules

These general rules apply to each person, car owner, driver, mechanic, pit crew member, fan, and anyone in the pit area, grandstands, or on the racetrack.

Category	Rule
Abusive Language/ Actions	<ul style="list-style-type: none"> ⊘ Abuse of any official, threats to any official, threats to another pit crew or driver, or physical harm to anyone at the racetrack at any time in person or on social media will be subject to disciplinary action. The penalty imposed will be expulsion for the rest of the race season and forfeiting any points or money earned prior. ⊘ We will not tolerate any fighting and unnecessary recklessness or any type of retaliation. ⊘ Profanity is prohibited. ⊘ Fines may be imposed.
Accidents	<ul style="list-style-type: none"> ✓ In case of accident, the car(s) must be taken into the pits or infield (at a safe distance) to be worked on, subject to Official's decision. ⊘ Competing cars and drivers found in violation of rules will lose any purse money & points won for that night
Alcohol & Controlled Substances	<ul style="list-style-type: none"> ⊘ Consumption of any alcoholic beverages or controlled substances within the Pit area or on the Racetrack before or during a race is prohibited. ⊘ In the interest of safety, any driver who shows evidence of drinking or being under the influence of a controlled substance (as observed by the Track Officials or Flagman) may be barred from the events. ⊘ Any car whose crew has been drinking in the Pits, will be fined, suspended, and/or both.

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Competition Entry	<p>To compete at Sycamore Speedway, you must adhere to the following rules.</p> <ul style="list-style-type: none"> ✓ Your car must have a complete body, ✓ In addition to these General Rules, you must adhere to the rules described for your class. ✓ All cars must willingly pass a technical inspection on every race day. Any refusal for inspection results in disqualification for that night. <p> No inspection-no race!</p> <ul style="list-style-type: none"> ✓ You must pay for any pit pass and or entry fee. ✓ All drivers must have a valid driver's license. ✓ All competing cars must complete a Sycamore Speedway Membership, a W9, and have a number assigned. The same number will be re-assigned to you IF you re-apply for it by March 1, 2022. You must register every year. <p>To register for a number or become a racer at Sycamore Speedway, follow these steps.</p> <ul style="list-style-type: none"> - Click the link https://sycamorespeedway.com/driver-registration-form/ or copy and paste into your browser. - Complete the online form (if any red Xs appear, the form is incomplete and will not submit). - We will send a confirmation email to you confirming your registration. - Download the confirmation and read it in its entirety. - Read through the General Rules and the rules for the class(es) you will be racing in. Rulebooks can be found at http://sycamorespeedway.com/# - Prep your car according to the rulebook. - Bring your car to track. <ul style="list-style-type: none"> ▪ Go thru tech inspection at the scale ▪ Attend driver's meeting ▪ Qualify ▪ Let's Go Racing!
Dirt Screens	<ul style="list-style-type: none"> ✓ Dirt screens are subject to inspection.
Driver & Crew Conduct/ Integrity	<ul style="list-style-type: none"> ✓ Auto racing is a competitive sport, but unlike other events, our fans' support is paramount to successful racing events. Consequently, showmanship is an essential part of our racing events. The following rules are an important part of the contest rules and must be considered to ensure the sustained and continued growth of auto racing. <ul style="list-style-type: none"> - Starting on time - Running the events in a professional manner - Proper racing attire - Brightly painted race cars - Sportsman-like conduct on and off the racetrack including social media. ⊘ In the interest of safety, any driver who shows evidence of exhaustion and/or other physical incapacity (as observed by the Track Officials or Flagman) may be barred from the events. ⊘ Any person or persons willfully blocking the Track or attempting to obstruct the race program will be Black-Flagged and must leave the racetrack. <p> Remember...when a rule is enforced, chances are that someone isn't going to like it.</p> <ul style="list-style-type: none"> ⊘ Any driver or crewmember deemed detrimental to the sport of auto racing will be refused entry to the Pits. ⊘ Race cars and personal clothing may NOT display profane signs, sex signs, swastikas, or ethnic, racial, or political slurs.

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Driver Compartment	<ul style="list-style-type: none"> ✓ Batteries will be permitted if they are securely fastened in a marine-type battery box with a cover. ✓ All fuel lines that run through the driver compartment must be covered. ✓ Cars MUST HAVE FULL, STEEL FIREWALLS between driver and engine compartments and driver and fuel tanks. ✓ Seats must be securely fastened to frame of vehicle. ⊘ NO BATTERIES, FUEL TANK, FUEL LINES, or any other object that may create a hazard in the driver compartment are allowed. 								
Exhaust	<ul style="list-style-type: none"> ✓ All exhaust must exit at the side of the car – left side is recommended. 								
Field of Cars	<ul style="list-style-type: none"> ✓ The Track Steward reserves the right to increase or decrease the field of cars at his/ her discretion. 								
Fire Extinguishers	<ul style="list-style-type: none"> ✓ Fire extinguishers are mandatory for all cars and must be securely fastened. ✓ Only quick-release fire extinguishers are allowed and they must be within reach of the Driver. 								
Flag Rules	<div style="border: 1px solid black; padding: 10px; margin-bottom: 10px;"> <ul style="list-style-type: none"> ✓ If, for any reason a race stopped (such as red, Yellow or checkered Flag), the only people allowed out on the track are officials, safety crew, wrecker, and ambulance crew. NO ONE ELSE! ✓ Anyone not conforming to this rule is subject to a substantial fine and/or expulsion from the grounds and disqualification of driver for the race night. These decisions will be made by Track Officials. </div> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="background-color: #0056b3; color: white;">Color</th> <th style="background-color: #0056b3; color: white;">Description</th> </tr> </thead> <tbody> <tr> <td style="color: green;">Green</td> <td>Track is clear</td> </tr> <tr> <td style="color: red;">Red**</td> <td> <ul style="list-style-type: none"> ◆ Indicates that all cars are to stop at once. The race has been halted. ✓ Once cars have started to line up for restart, latecomers will lose their positions. ✓ Any car not ready for restart must go to rear of pack. <div style="margin-top: 10px;"> <p>A race will not be stopped because of a car(s) spinning out in the first curve/ turn on the first lap unless the situation warrants it as deemed by the Flagman.</p> </div> </td> </tr> <tr> <td style="color: orange;">Yellow**</td> <td> <ul style="list-style-type: none"> ✓ Hold your position. Do not pass. ✓ The lead car must slow down to parade-lap speed, and ALL cars must remain in single file at a constant, slow speed all around the track until directed by Track Official to double file. ✓ If you do not trail the car in front of you, you will lose your position. It is the responsibility of the lead car to slow down to parade lap speed. ✓ Any car(s) involved in a Yellow-Flag situation must restart in the rear of the pack ◆ When there is a Yellow on the White-Flag lap, the race is over. Cars will be scored on the finished lap prior to White Flag. <div style="margin-top: 10px;"> <p>Yellow Flag laps are not generally counted. However, at the discretion of the Track Official, Yellow Flag laps may be counted.</p> </div> <ul style="list-style-type: none"> ✓ If your car causes two Yellow Flags in one race, you must leave the racetrack for the remainder of that race. ✓ If you intentionally cause a caution, you will be Black-Flagged for that race. ✓ Any driver, pit crew member or family member disturbing the Flagman or Scorers before the conclusion of racing program, will disqualify that car and/ or be fined. </td> </tr> </tbody> </table>	Color	Description	Green	Track is clear	Red**	<ul style="list-style-type: none"> ◆ Indicates that all cars are to stop at once. The race has been halted. ✓ Once cars have started to line up for restart, latecomers will lose their positions. ✓ Any car not ready for restart must go to rear of pack. <div style="margin-top: 10px;"> <p>A race will not be stopped because of a car(s) spinning out in the first curve/ turn on the first lap unless the situation warrants it as deemed by the Flagman.</p> </div>	Yellow**	<ul style="list-style-type: none"> ✓ Hold your position. Do not pass. ✓ The lead car must slow down to parade-lap speed, and ALL cars must remain in single file at a constant, slow speed all around the track until directed by Track Official to double file. ✓ If you do not trail the car in front of you, you will lose your position. It is the responsibility of the lead car to slow down to parade lap speed. ✓ Any car(s) involved in a Yellow-Flag situation must restart in the rear of the pack ◆ When there is a Yellow on the White-Flag lap, the race is over. Cars will be scored on the finished lap prior to White Flag. <div style="margin-top: 10px;"> <p>Yellow Flag laps are not generally counted. However, at the discretion of the Track Official, Yellow Flag laps may be counted.</p> </div> <ul style="list-style-type: none"> ✓ If your car causes two Yellow Flags in one race, you must leave the racetrack for the remainder of that race. ✓ If you intentionally cause a caution, you will be Black-Flagged for that race. ✓ Any driver, pit crew member or family member disturbing the Flagman or Scorers before the conclusion of racing program, will disqualify that car and/ or be fined.
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	White	<ul style="list-style-type: none"> ◆ One lap to go to the completion of the race. ◆ Folded and crisscrossed White & Checkered flags signifies the race is halfway completed. ◆ Folded and parallel White and Checkered flags means 2 laps to go. 						
	Black	<ul style="list-style-type: none"> ✓ Indicates that you must leave the track immediately because you are in violation of something. You must leave the racetrack; you cannot return during that race. No Exceptions. ✓ If mechanical issues are the reason for the Black Flag, then you may fix the issue and return to any other subsequent, remaining race of the night. ⊘ If you are Black-Flagged due to unsportsmanlike behavior, you must load your car and immediately leave the property. ⊘ Failure to see the Black Flag will not be considered as an excuse to not leave the racetrack. 						
	Blue w/Orange Stripe -	<ul style="list-style-type: none"> ◆ Starter's Signal – Hold your Line. ◆ The leaders are approaching you and you need to keep the line you are racing. Do not race the leaders. If they have caught up to you, they are faster than you, give them the space to pass you. 						
	Checkered**	<ul style="list-style-type: none"> ◆ Race is over. When lead car gets Checkered Flag, the race is over for all cars as they cross the finish line. <div style="text-align: center; margin-top: 10px;"> <p style="margin: 0;">The placement of the cars in order of finish as determined by the Scorer will be final</p> </div>						
Fuel Cells	<ul style="list-style-type: none"> ◆ Fuel cell with roll-over valve strongly recommended. 							
Gas	<ul style="list-style-type: none"> ✓ All gas must be in proper marked RED CANS in the pit area. 							
Insurance Coverage	<ul style="list-style-type: none"> ◆ Insurance coverage exists beginning 30 minutes prior to scheduled race time and ending 10 minutes after the finish of the last event. 							
Mirrors	<ul style="list-style-type: none"> ⊘ No mirrors are allowed on any race car for any class. NO EXCEPTIONS. 							
Overflow Tubes	<ul style="list-style-type: none"> ✓ Overflow tubes must be pointed down. 							
Painting of Cars	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="background-color: #D9EAD3; width: 20%;">Body</td> <td> <ul style="list-style-type: none"> ✓ Cars may be painted any color(s) you choose ⊘ No primered cars. ⊘ Race teams cannot have identical looking cars in the same classes. </td> </tr> <tr> <td style="background-color: #D9EAD3;">Number</td> <td> <ul style="list-style-type: none"> ✓ The number must be a bright, contrasting color with the following specs: <ul style="list-style-type: none"> - Minimum of 24" square. - 4" brush stroke on right and left doors and the roof of the car. - Contrasting colors are Black & White, Neon Yellow & Navy Blue, Pink & black. If you are not sure, please ask a Track Official. <div style="text-align: center; margin-top: 10px;"> <p style="margin: 0; font-weight: bold;">POOR NUMBER = NO SCORE = NO PAYOUT</p> </div> </td> </tr> <tr> <td style="background-color: #D9EAD3;">Wheels</td> <td> <ul style="list-style-type: none"> ✓ Wheels must be silver, solid white, or fluorescent-colored for easy visibility in the event a tire comes off the car. ⊘ No BLACK WHEELS! ◆ Day-Glo paint is strongly recommended. </td> </tr> </table>		Body	<ul style="list-style-type: none"> ✓ Cars may be painted any color(s) you choose ⊘ No primered cars. ⊘ Race teams cannot have identical looking cars in the same classes. 	Number	<ul style="list-style-type: none"> ✓ The number must be a bright, contrasting color with the following specs: <ul style="list-style-type: none"> - Minimum of 24" square. - 4" brush stroke on right and left doors and the roof of the car. - Contrasting colors are Black & White, Neon Yellow & Navy Blue, Pink & black. If you are not sure, please ask a Track Official. <div style="text-align: center; margin-top: 10px;"> <p style="margin: 0; font-weight: bold;">POOR NUMBER = NO SCORE = NO PAYOUT</p> </div>	Wheels	<ul style="list-style-type: none"> ✓ Wheels must be silver, solid white, or fluorescent-colored for easy visibility in the event a tire comes off the car. ⊘ No BLACK WHEELS! ◆ Day-Glo paint is strongly recommended.
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Pit Rules								



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	<p>Abandoned Cars ✓ Abandoned cars will be towed away. It is your responsible to take your racecar home each night or store it in the designated area at the speedway. If you do not then, we will assume it has been abandoned and will become the property of Sycamore Speedway's.</p> <p>Added Starters ✓ Added starters MAY RACE upon special permission of the Track Official. ✓ Added starters in any event will start in the rear of the pack.</p> <p>Breakdowns ✓ If your car breaks down mid-event, you cannot run someone else's car with your number on it.</p> <p>Changing Drivers ✓ To change drivers or cars, the driver going into the car must have qualified the car that night. This change must be reported to Pit Tower before race event. ✓ As a driver you can only qualify one car per Class, and you must race that car all night.</p> <p>Fines and/ or Suspensions ✓ Any fines and/or suspensions will be decreed by the officials, subject to the following:</p> <table border="1"> <thead> <tr> <th>Violation Type</th> <th>Fine and/or Suspension</th> </tr> </thead> <tbody> <tr> <td rowspan="2">Mechanical</td> <td>✓ Maximum of \$200 fine and/or disqualification for the evening</td> </tr> <tr> <td>✓ No points nor money earned</td> </tr> <tr> <td>Safety</td> <td>✓ Maximum of \$500 fine and/or two week's suspension</td> </tr> <tr> <td rowspan="2">Unsportsmanlike Conduct</td> <td>✓ Minimum of 2 week's suspension</td> </tr> <tr> <td>✓ Forfeit of any points or money earned on that race night.</td> </tr> <tr> <td></td> <td>! Depending on the severity, you could face expulsion for the rest of the season and all points and money previously earned revoked.</td> </tr> </tbody> </table> <p>◆ Rain outs or race night cancellations do not count towards penalty.</p> <p>Lineups ✓ The cars line up in the pits for an event according to the positions posted on the pit bulletin boards. Any car not in line at this time will miss the event.</p> <p>Any car missing an event because of this rule may start the next as an added starter; exception – those cars missing the consolation race cannot automatically start the feature as added starter.</p> <p>⊘ Any car that comes too late to qualify will be added to lineups as officials deem appropriate.</p> <p>⊘ If in the combined opinion of the Flagman, Track Officials and Timer, deems that a driver did not make the best effort to qualify, he/ she will be positioned in the race lineup as judged appropriate.</p> <p>Protest Rule If you feel that one of your competitors is cheating, for \$200 you can request that the car be inspected. \$50 is retained by the racetrack; the remaining \$150 goes to the correct party. Does not apply to the Compact Division</p>	Violation Type	Fine and/or Suspension	Mechanical	✓ Maximum of \$200 fine and/or disqualification for the evening	✓ No points nor money earned	Safety	✓ Maximum of \$500 fine and/or two week's suspension	Unsportsmanlike Conduct	✓ Minimum of 2 week's suspension	✓ Forfeit of any points or money earned on that race night.		! Depending on the severity, you could face expulsion for the rest of the season and all points and money previously earned revoked.
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	<p>Start/ End Times</p> <ul style="list-style-type: none"> ✓ Cars must be on the property at least thirty (30) minutes before race time. ✓ All cars must be removed from Pit area after the conclusion of the evening events. <p style="padding-left: 40px;">Pit lights out and Pit area emptied and locked thirty minutes after race event.</p> <ul style="list-style-type: none"> ✓ ANY car left on the premises after ten days will be charged "storage". 						
	<p>Starting Position</p> <ul style="list-style-type: none"> ✓ If you do not race your heat event, regardless of reason, you will forfeit your starting position for the feature. 						
	<p>Vehicles in Pits</p> <ul style="list-style-type: none"> ✓ Only the tow vehicles (race car, vehicle, and trailer hauling) will be allowed in the pits. 						
Qualifying Rules	<ul style="list-style-type: none"> ✓ When qualifying, an allowance of one spin or wave-off will be permitted per night. ✓ When time trials are over for a given class, they are over – no exceptions. ✓ You will be allowed one qualifying lap or other means to facilitate positioning as time permits to be determined by the Track Officials. ✓ You must run the trophy dash to receive fast-time point, this applies to all Friday night classes. ✓ Saturday classes must run their heats to secure position for their feature. <div style="display: flex; align-items: center; margin-top: 10px;"> <div style="color: red; font-size: 2em; margin-right: 10px;">⚠</div> <ul style="list-style-type: none"> ✓ Packing is required. If you do not pack, you do not qualify and therefore will be placed at the rear of the slowest heat and back of feature. </div> <p style="text-align: center; margin-top: 5px;">NO EXCEPTIONS.</p>						
Race Receiver	<ul style="list-style-type: none"> ✓ For All Classes running at Sycamore Speedway, all Drivers must use a one-way race receiver. ◆ Fusion 1600 is a very common type and is most common at a lot of other facilities too. ◆ Our Channel is 454.000. ⊘ You cannot use a transmittable radio; it must be a one-way receiver only. ⊘ Use of radio signals that interfere with our track is prohibited. 						
Racetrack & Infield Rules	<ul style="list-style-type: none"> ✓ During the races, the only people allowed on the racetrack and infield are drivers, disabled cars, safety and wrecking crew, and Track Officials. ✓ Everyone must stay behind the fences at all times unless requested by the officials to assist for some special reason. 						
Roll Cages	<ul style="list-style-type: none"> ✓ Dirt Late Models (aka UMP LM), Sycamore Limited Late Models (aka SLM), Street Stocks, and Pure Stocks, all must be equipped with welded cage types (i.e., roll cages welded to the frame of the car). ✓ Bars must be welded with the angle joints reinforced. ✓ Bars must pass inspection of the tech steward. Suggested specs for roll bars are: <ul style="list-style-type: none"> - Wall Thickness: - .095 - Outside diameter: 1-1/2" 						

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	<p>Not Allowed</p> <ul style="list-style-type: none"> ⊘ No galvanized pipe. DOM type tubing is recommended. ⊘ No pipe joints <p> Friday Night Compacts</p> <p>This is MANDATORY to run at minimum a roll cage. See Compact Rules for specifics. It is recommended to run a roll cage for Spectator, Powder Puff, and Socker Stocker.</p>										
Safety Belts & Racing Harnesses	<ul style="list-style-type: none"> ✓ Passenger type seat belts required at minimum for all Spectator, Compact, Socker Stocker and Powder Puff cars. ✓ All Dirt Late Models (aka UMP LM), Super Late Model, Street Stock, and Pure Stock cars/ drivers must: <ul style="list-style-type: none"> - Be equipped with a 5-point racing harness. - Have visible certification showing that the harness is 3 years or newer. - Be securely fastened to the frame of the car. - Have a quick-release metal buckle. 										
Wearing Apparel & Wristbands	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20%;">Driving Suits</td> <td> <ul style="list-style-type: none"> ◆ We require all drivers, to wear a flame-resistant driving suit, a two-piece suit is ok. <p style="text-align: center;">Spectator, Powder Puff, Socker Stocker & Compact Combat</p> <p> A driving suit is not required, however, at a minimum long sleeves and long pants are required. Note that we do recommend a flame-resistant driver suit.</p> <p style="text-align: center;">All other requirements are the same for these Classes.</p> </td> </tr> <tr> <td>Pit Attire</td> <td> <ul style="list-style-type: none"> ◆ We recommend that all pit participants wear white pants or coveralls, so they are more visible. </td> </tr> <tr> <td>Helmets</td> <td> <ul style="list-style-type: none"> ✓ Approved Snell helmets with face shields must be worn for all Classes. ⊘ No motocross, motorcycle, or snowmobile helmets are allowed. </td> </tr> <tr> <td>Shoes & Gloves</td> <td> <ul style="list-style-type: none"> ✓ Closed-toed shoes & gloves are required. </td> </tr> <tr> <td>Wristbands</td> <td> <ul style="list-style-type: none"> ✓ Wristbands appropriate for the event are required at all times. No Exceptions. </td> </tr> </table>	Driving Suits	<ul style="list-style-type: none"> ◆ We require all drivers, to wear a flame-resistant driving suit, a two-piece suit is ok. <p style="text-align: center;">Spectator, Powder Puff, Socker Stocker & Compact Combat</p> <p> A driving suit is not required, however, at a minimum long sleeves and long pants are required. Note that we do recommend a flame-resistant driver suit.</p> <p style="text-align: center;">All other requirements are the same for these Classes.</p>	Pit Attire	<ul style="list-style-type: none"> ◆ We recommend that all pit participants wear white pants or coveralls, so they are more visible. 	Helmets	<ul style="list-style-type: none"> ✓ Approved Snell helmets with face shields must be worn for all Classes. ⊘ No motocross, motorcycle, or snowmobile helmets are allowed. 	Shoes & Gloves	<ul style="list-style-type: none"> ✓ Closed-toed shoes & gloves are required. 	Wristbands	<ul style="list-style-type: none"> ✓ Wristbands appropriate for the event are required at all times. No Exceptions.
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Weather Policy	<p>In the event of sudden showers, the track starter will suspend the races; however, every effort will be made to complete the races after the rain stops. If, in the opinion of Track Officials the bad weather will prevent the return of a safe racing condition in a reasonable amount of time, the remaining races will be cancelled or postponed as follows:</p> <ul style="list-style-type: none"> ◆ The program will be considered complete (no rain checks) if 4 or more events, not including time trials, have been run. ◆ If a special event was rained out, the special event may be added to the next week's race show. ◆ In the event of rain, or any circumstances beyond the control of the Track Officials, the Race may be declared complete or continued at the discretion of the Track Officials in charge. ◆ If the program is not considered complete (4+ events have been completed, not including the time trials), your ticket stub or Pit pass wristband will serve as a rain check for another race held within the next 2 race weekends unless otherwise stated by Sycamore Speedway Management. 										
Window Restraining Net	<ul style="list-style-type: none"> ◆ A window restraining net is strongly recommended. 										



COMPACT COMBAT

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2022 – Compact Combat Specifications, Rules & Payouts



All the General Rules above apply to the Compact Combat Class. Compact Demo is now called Wired Compact Demo and has its own set of rules. In addition to the General Rules, the Compact Combat must adhere to these additional rules.



It is important to note that if you run our car at another track and make modifications to comply with their rulebook and decide to also run at Sycamore; you must make sure your car still complies with this rulebook prior to going through our tech.

COMPACT COMBAT SPECS & RACE DAY

- ✓ Any 4 cylinder stock American-or Foreign made automobile or station wagon with a maximum 106-inch wheelbase is allowed.
- ✓ Compact "race cars" 4 cylinder ONLY
- ⊘ No trucks, SUVs, convertibles, compacts or T-tops are allowed. No Camaros nor Firebirds allowed.
- ⊘ No Supercharged or Turbos
- ⊘ No 4/All Wheel Drive

Race Day

- ◆ The Compact Combat Class run on Friday only. However, you may run for points in this Class and in any Saturday night class but you may not use the same car. This is a stock class, stock is defined as it was produced this way from factory, and is therefore, unaltered and unmodified.
- ⊘ NO AFTERMARKET HIGH PERFORMANCE PRODUCTS

SPECIFICATIONS & RULES

Category	Rules
Batteries	<ul style="list-style-type: none"> ✓ Completely enclosed in a marine-type box with a lid. ✓ Securely mounted. ✓ Only one battery allowed but any size permitted. ✓ May be moved. ⊘ NO Milk Crates Allowed.
Body	<ul style="list-style-type: none"> ✓ Interior panels, passenger & rear seats are to remain in the car. <ul style="list-style-type: none"> – If door panels are removed prior to purchase of the car, cover them with material equivalent to factory panel strength. ✓ Windshields are MANDATORY. <ul style="list-style-type: none"> – See Windshield section for further rules ✓ All glass other including mirrors (side & rearview), head and taillights, must be removed before arriving at the speedway. ✓ Window seals are to be removed. ✓ Sunroofs must be removed and hole must be covered. <ul style="list-style-type: none"> – Minimum of 22 guage metal; bolted or welded in to place. ✓ Cars must be swept clean. ✓ Any sharp protruding objects on cars must be smashed down or cut off. ✓ Driver's DOORS must be welded shut. <ul style="list-style-type: none"> – All others can be chained or welded shut. ✓ Hood and deck lids: <ul style="list-style-type: none"> – Must be operable until after inspection.

COMPACT COMBAT

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Category	Rules
	<ul style="list-style-type: none"> - Must open for inspection. - Hood & trunk pins are allowed and recommended. Seat belts work too.. ✓ Insulation under hood must be removed. ✓ At minimum a factory seat is required. ✓ Racing seat is allowed.: <ul style="list-style-type: none"> - Racing seat with 5-point harness. - Belts must be 3 years or newer. ✓ Cars must be STOCK as from factory. ✓ The stock steel floor pan and trunk pan must remain and be unaltered.. ✓ Rocker panel wrap can be used on Driver's side door.. <ul style="list-style-type: none"> - Not to exceed 6" above bottom of the door - Must be 060 thick. ✓ Firewalls" <ul style="list-style-type: none"> - Front & firewall must be sealed. - Must be in stock location. ✓ Dash may be removed when a 4-point cage with dash bar is installed at OEM dash height. ✓ Cutting fenders for wheel clearance ONLY is permissible. ✓ Front & rear bumpers are required and must be stock to the car. <ul style="list-style-type: none"> - If bumpers are damaged beyond repair, you may replace it with a single 1 ½" bar (MAX). <ul style="list-style-type: none"> ▪ This bar must be installed between the bumper horns ▪ Main purpose is to protect the radiator. ▪ Height cannot exceed radiator center line.
	<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p>Note Before your assume your bumper or bumper replacement is legal, verify with Sycamore Speedway. Email a picture of bumper in question to Tiffany at sycamorespeedway@gmail.com.</p> </div> <ul style="list-style-type: none"> ✓ Tow chains mandatory on front and rear bumpers. ✓ All plastic grills are to be removed <p>Not Allowed</p> <ul style="list-style-type: none"> ⊘ No junk tires, wheels, metal parts, etc. allowed in car. ⊘ No riveting (e.g., doors, etc.). ⊘ No special bumpers, reinforcements, or fabrications other than stock replacements or what is outlined above. ⊘ No added bracing such as X'd frames & rear end housings. ⊘ No aftermarket nose or tail allowed. ⊘ No chopping the ends of the bumpers off. ⊘ No chopping, shortening, or cutting allowed. ⊘ No holes in the firewalls. ⊘ No rear spoilers. ⊘ No skinning of body components, inner panels, or fenders except for the clearance of the installation of inner roll cage. ⊘ No raised flat deck lids. ⊘ No aluminum bodies. ⊘ No threaded nut to be used to secure head & trunk pins. ⊘ No plating of frame or horns.
Brakes	<ul style="list-style-type: none"> ✓ Stock from factory
Cooling System	<ul style="list-style-type: none"> ✓ Cooling system must remain in engine compartment. ✓ Fans & Radiators may be removed. ✓ Reinforcement support is allowed for radiator (i.e., kicker bar allowed). This should be nothing more than to hold the radiator in an upright position.



COMPACT COMBAT

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Category	Rules
	<ul style="list-style-type: none"> ✓ Discharge from overflow tube must be pointed to the ground. <p>Not Allowed</p> <ul style="list-style-type: none"> ⊘ No antifreeze.
Engine	<ul style="list-style-type: none"> ✓ Any stock 4 cylinder engine in stock location. <ul style="list-style-type: none"> – Must be unaltered stock as it comes from factory. ✓ Original rubber mounts. <ul style="list-style-type: none"> – Welded, solid or chained down engine motor mounts are permitted and recommended for safety.. ✓ Exhaust manifolds: <ul style="list-style-type: none"> – Must exit under the car ✓ Cold air intakes allowed. ✓ Tuned ECU permissible. <p>Not Allowed</p> <ul style="list-style-type: none"> ⊘ No aftermarket racing parts. ⊘ No out of corporate motor swaps.. ⊘ No angle plug heads. ⊘ .No turbo engines ⊘ No rear engine cars
Fuel Tanks/Cells	<ul style="list-style-type: none"> ✓ Stock Fuel tank. ✓ Fuel cells are allowed and must be installed in trunk and above the floor and secured with metal straps. <ul style="list-style-type: none"> – If running a fuel cell, stock tank must be removed. – Rollover valve required on the vent tube. If you purchase new fuel cell, make sure it has a rollover valve on the vent tube. – Must be installed in the center of trunk (i.e., no offset and must be equipped with a steel firewall between driver and tank). ✓ Pump gasoline only. Fuel may be checked with gravity gauge. ✓ Maximum of twelve (12) gallons of fuel.. <p>Not Allowed</p> <ul style="list-style-type: none"> ⊘ No ratchet straps allowed. ⊘ No tie downs ⊘ No wood blocks for mounting purposes. ⊘ No multi-valve mechanical pumps. ⊘ No aftermarket electrical fuel pumps. ⊘ No racing fuel.
Roll Cage	<ul style="list-style-type: none"> ✓ Mandatory of a minimum 6 point roll cage, consisting of main hoop, 2 rear bars, and 2 forward door bars. ✓ Must be welded to the frame ✓ 1 ¾" .095 wall tubing or better must be used. 3/16" inspection hole must be drilled in main hoop and must be easily accessible for inspection of roll bar thickness. ✓ Roll cage will be highly teched.
Steering Wheel	<ul style="list-style-type: none"> ✓ Stock steering column
Suspension	<ul style="list-style-type: none"> ✓ Suspension must work as originally designed. ✓ Rear steer allowed. ✓ Cars must sit level with unaltered symmetrical suspension components for that vehicle. .\ ✓ Unmodified direct bolt on right rear hub assembly allowed. <p>Not Allowed</p> <ul style="list-style-type: none"> ⊘ No pinching of shocks to stop travel..



COMPACT COMBAT

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Category	Rules
	<ul style="list-style-type: none"> ⊘ No spring jacks ⊘ No aftermarket strut bar ⊘ No coil overs ⊘ No lowering kits ⊘ No adjustable suspension
Transmission	<ul style="list-style-type: none"> ✓ Stock automatic or manual transmission ONLY. <ul style="list-style-type: none"> - Must have all forward & reverse gears - Locked transmissions allowed.
Wheels & Tires	<ul style="list-style-type: none"> ✓ Radial Tires ONLY ✓ Racing wheels allowed with limit of a 4" backspace ✓ Stock wheel nuts <ul style="list-style-type: none"> - 1 inch permissible ✓ S10/Ford Ranger truck rims allowed, no other truck rims allowed. ✓ Tire variance permitted if 1 number is off by number size on non-drive axles. ✓ Tire stagger but must have same size wheel on all 4 corners. ✓ Wheels must be painted white or chrome. Fluorescent colors only if approved by TECH. ◆ It is strongly recommended to mark or highlight the tire size designation on tires to speed up the tech inspection process. <p>Not Allowed</p> <ul style="list-style-type: none"> ⊘ No snow tires. ⊘ No pipes welded over tire valve stems. ⊘ No Good Year LT Wrangler Tires ⊘ NO LT or AT tires. ⊘ No mixing rim sizes.
Windshield	<ul style="list-style-type: none"> ✓ Windshields required. ✓ If a Windshield is damaged beyond repair, it can be replaced with a windscreen with following conditions: <ul style="list-style-type: none"> - A roll cage installed in the car. - A minimum 3 bars must be installed in front of driver. - Screen must be .090 thickness. - Screen must go A-pillar to A-pillar. - Driver must wear a full face helmet with shield. - Gloves to be worn at all times. <p>Not Allowed</p> <ul style="list-style-type: none"> ⊘ No Motorcross helmet, no open face helmet, or snowmobile helmet.



COMPACT COMBAT

Payouts & Order of Events

Feature Placements for Featured Division*

Qualifying will determine placement. Always Slowest to Fastest as shown below. In all feature events last week's winners will start in the rear regardless of qualifying time.

25 lap Feature (fastest 25 cars)		10-15 Lap Feature (remaining cars)		The number of cars in each race depends on the number that qualified. To the left is an example
25	24	35	34	
23	22	33	32	
21	20	31	30	
19	18	29	28	
17	16.....	27	26	
2nd	1st	2 nd	1st	Last week's winners

Dash Example

The dash will still be an inverted race of the top 6 qualifiers of the Featured Class.

Dash		Fastest Qualifier will be awarded 1 point if they compete in the trophy dash.
6	5	
4	3	
2	1	

Featured Division/Class if the one with the 25 lap features. The remaining divisions are considered support divisions for the night. There will be a rotation between all 4 classes for which class is running the 25 lap feature. All classes will experience both payout schedules.

Purse & Points—for Featured 25 Lap Class

25 Lap Feature

Place	Purse	Points
1 st	\$100	5 & Trophy
2 nd	\$50	4
3 rd	\$25	3
4 th	\$15	2
5 th	\$10	1

10-15 Lap Feature

Place	Purse	Points
1 st	\$50	3 & Trophy
2 nd	\$25	2
3 rd	\$15	1
For Featured Class if car count warrants this race.		

Trophy Dash

Place	Points
1 st	4 & Trophy
2 nd	3
3 rd	2
4 th	1
5 th	1
6 th	1



COMPACT COMBAT

Feature & Heat Placements for Support Divisions

Qualifying will determine placement. Always Slowest to Fastest as shown below. The first heat & first feature will be the fastest qualifiers. In all feature events last week's winners will start in the rear regardless of qualifying time.

Heat 1 (fastest)	
10	9
8	7
6	5
4	3
2	1

Feat 1 (Fastest)	
8	7
6	5
4	3
2	1
2 nd	1 st

The number of cars in each race depends on the number that qualified. To the left is an example

Last week's winners

Purse & Points—for Support Divisions

Features

Place	Fast Feature	Features 2 +	Trophy
1 st	\$50 / 5 points	\$25 / 3 points	yes
2 nd	\$25 / 4 points	\$15 / 2 points	no
3 rd	\$20 / 3 points	\$10 / 1 point	no
4 th	\$15 / 2 points	n/a	no
5 th	\$10 / 1 point	n/a	no

Heats

Place	Fast Heat	Features 2 +	Trophy
1 st	\$25 / 3 points	\$0 / 2 points	yes
2 nd	\$20 / 2 points	\$0 / 1 point	no
3 rd	\$15 / 1 points	\$10 / 0 points	no

Order of Events

The following Order of Events is **tentative** and subject to change.

Event	Time or Number of Laps
Pit Gates open	5:30 pm
Drivers' Meeting	6:15 pm
Pack/HL/Q for all Classes	6:30 pm
Opening Ceremonies*	7:45 pm
Races to Follow – Race Order:	
Trophy Dash for Featured Class	6
Heats	6
Featured Class – 25 lap Feature	8
Featured Class – Additional Possible Features	10 to 15
Demolition Derby/1 on 1/ or Figure 8	
Fast Features for other Divisions	10
Additional Features	6 to 8

*Fastest Qualifiers for each division will be asked to participate.

COMPACT COMBAT