



LIMITED LATE MODEL

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 –



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.

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 style="text-align: center;"> 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, 2023. 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 style="text-align: center;"> 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-left: 10px;">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-left: 10px;">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-left: 10px;">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	<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" style="width: 100%; border-collapse: collapse;"> <thead> <tr style="background-color: #cccccc;"> <th style="width: 30%;">Violation Type</th> <th style="width: 70%;">Fine and/or Suspension</th> </tr> </thead> <tbody> <tr> <td>Mechanical</td> <td> ✓ Maximum of \$200 fine and/or disqualification for the evening ✓ 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>Unsportsmanlike Conduct</td> <td> ✓ Minimum of 2 week's suspension ✓ Forfeit of any points or money earned on that race night. <div style="text-align: center;"> ! Depending on the severity, you could face expulsion for the rest of the season and all points and money previously earned revoked. </div> </td> </tr> </tbody> </table> <p>◆ Rain outs or race night cancellations do not count towards penalty.</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. <div style="text-align: center;"> ! Depending on the severity, you could face expulsion for the rest of the season and all points and money previously earned revoked. </div>
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<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 (does not apply to the Compact Division) 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.</p>									

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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: 10px;">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. <ul style="list-style-type: none"> ⊘ 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 Limited Late Models, 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. 						

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	<ul style="list-style-type: none"> ✓ 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" <p>Not Allowed</p> <ul style="list-style-type: none"> ⊘ No galvanized pipe. DOM type tubing is recommended. ⊘ No pipe joints <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px 0;">Note</div> <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>										
Wearing Apparel & Wristbands	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20%; vertical-align: top;">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> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;">Note</div> <p style="text-align: center;">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 style="vertical-align: top;">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 style="vertical-align: top;">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 style="vertical-align: top;">Shoes & Gloves</td> <td> <ul style="list-style-type: none"> ✓ Closed-toed shoes & gloves are required. </td> </tr> <tr> <td style="vertical-align: top;">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> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;">Note</div> <p style="text-align: center;">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. 										

LIMITED LATE MODEL

2023 – Limited Late Model Specifications, Rules & Payouts




All the General Rules above apply to the Limited Late Model. In addition to the General Rules, the Limited Late Model Class must adhere to these additional rules.

LIMITED LATE MODEL SPECS & RACE DAY

- ✓ Any American-made 1965 through 2023 automobile.
- ⊘ NO TRUCKS, Jeeps SUVs, CONVERTIBLES, or T-TOPs are allowed.
- ◆ The Limited Late Model Class runs on Saturday only.


SPECIFICATIONS & RULES

Category	Rules
Batteries	<ul style="list-style-type: none"> ✓ Racing battery may be used.
Body	<ul style="list-style-type: none"> ✓ Bodies may be the same as a Dirt Late Model formerly known as 4 Bar as per UMP rules. ✓ Hood must remain on car while racing unless Tech Steward grants permission to run without a hood. ✓ Filler disk in steering wheel recommended (e.g., AFCO). ✓ Rear spoiler maximum height 8" x 72" long. Side panels 8" high in rear, 4 ½" in front, no longer than 18". <p style="text-align: center;">  See UMP Dirt Late Body Rules. </p> <ul style="list-style-type: none"> ✓ Seats: <ul style="list-style-type: none"> - Racing seat with 5-point harness required. - Belts must be 3 years or newer. <p>Not Allowed</p> <ul style="list-style-type: none"> ⊘ No badly mutilated, damaged, or unsightly cars.
Brakes	<ul style="list-style-type: none"> ✓ All 4 brakes must work.
Carburetion	<ul style="list-style-type: none"> ✓ Only 1 (one) 4 barrel carburetor or the 4412 carburetor is allowed.
Chassis	<ul style="list-style-type: none"> ✓ Fabricated chassis are allowed. ✓ Minimum wheelbase of 103".
Cooling System	<ul style="list-style-type: none"> ✓ Radiator must be mounted in front of motor. ✓ Discharge from overflow tube must be pointed to the ground. <p>Not Allowed</p> <ul style="list-style-type: none"> ✓ No antifreeze.

LIMITED LATE MODEL

Category	Rules
Electrical	<ul style="list-style-type: none"> ✓ Maximum engine RPM is 7200rpm. Must have an “easy” access panel to inspect ignition box. <ul style="list-style-type: none"> – Must be able to “easily” verify proper rev limit. – Chip at max limit will be issued by the track nightly for you to return to receive payout. – YOU DON’T RETURN YOU DON’T RECEIVE PAYOUT. ✓ “Chip” type or “Dial In” rev limiting boxes will be allowed. Box must be mounted out of the reach of drivers’ ✓ Must have a distributor. ✓ Any tachometer allowed except for those with timing control ability. You may be required to unplug your tach. ✓ All cars must be equipped with self-starter in working order. <p>Not Allowed</p> <ul style="list-style-type: none"> ⊘ No computerized triggering systems. ⊘ No tach with timing control ability. ⊘ No traction control allowed.
Engine	<ul style="list-style-type: none"> ✓ Engine must be stock appearing. A maximum of 25 ½” inches from the center of the right front upper ball joint to the back of the engine block will be used for engine location. NO TOLERANCE. ✓ GM604 or GM602 crate is allowed. ✓ Steel Block ONLY. <p>Not Allowed</p> <ul style="list-style-type: none"> ⊘ No dry-sump engines ⊘ No aluminum engines; OEM or otherwise
Exhaust	<ul style="list-style-type: none"> ✓ Pipes extending beyond the driver to the outer edge of the car or to the rear are recommended ✓ Pipes must extend out of the engine compartment. ✓ Any headers. Mufflers recommended.
Fire Suppression	<ul style="list-style-type: none"> ✓ At minimum a fire extinguisher must be in reach of the driver. ✓ Fire suppression systems are highly recommended. <ul style="list-style-type: none"> – Will be Mandatory in 2024.
Fuel & Fuel Cells	<ul style="list-style-type: none"> ✓ Fuel cells mandatory. ✓ Rollover valve required on vent tube. If you purchase new fuel cell, make sure it has a rollover valve on vent tube. ✓ Fuel cells must be mounted behind rear axle between rear tires, a minimum 4” ahead of the rear bumper. ✓ Fuel lines in the driver’s compartment MUST be inside steel tubing. ✓ Recommended to have additional bar above rear bumper across rear of fuel cell. ✓ Fuel pumps mechanical only. ✓ Pump gas, racing gas or E85 ONLY. <p>Not Allowed</p> <ul style="list-style-type: none"> ⊘ No electrical fuel pumps.
Rear End/ Differential	<ul style="list-style-type: none"> ✓ Rear axle assemblies allowed that are safe for racing. ✓ Rear ends: Open rear suspension following UMP Late Model rules plus three bar or leaf spring also permissible. ✓ Quick change may be used; full locked type only. <div style="border: 1px solid black; background-color: yellow; padding: 5px; display: inline-block; margin: 10px 0;"> Note </div> <p>Locked means both wheels must turn the same direction only.</p> <ul style="list-style-type: none"> ✓ Must have spool inside rear end. ✓ All springs must be metal with the exception of leaf springs.

LIMITED LATE MODEL

Category	Rules
	<p>Not Allowed</p> <ul style="list-style-type: none"> ⊘ No anti-slip differentials. ⊘ No cushion drive plates on rear axle hubs.
Roll Cage	<ul style="list-style-type: none"> ✓ Roll cages are mandatory per UMP rules.
Steering	<ul style="list-style-type: none"> ✓ Rack and pinion allowed; power steering recommended.
Shocks	<ul style="list-style-type: none"> ✓ Racing shocks allowed. ✓ Non-adjustable racing shocks recommended. <div style="border: 1px solid black; background-color: yellow; padding: 5px; display: inline-block; margin: 10px 0;"> <p style="margin: 0;">Note</p> </div> <p style="margin-left: 20px;">In 2023 adjustable shocks are allowed, but with a 100lb weight penalty.</p>
Suspension	<ul style="list-style-type: none"> ✓ Suspension must comply with UMP rules.
Transmission	<ul style="list-style-type: none"> ✓ Racing transmissions (e.g., Bert, Brinn, etc.) allowed. ✓ Car must have forward and reverse gears. <p>Not Allowed</p> <ul style="list-style-type: none"> ⊘ No in and out boxes.
Weight	<ul style="list-style-type: none"> ✓ After the race, the car must weigh a minimum of 2350 lbs. including the driver as determined by the Sycamore Speedway scale. ✓ Weights up to 50 lbs. must be securely fastened by two ½ inch grade 5 (minimum grade) bolts with a minimum of 2 weight clamps. All weights must be painted white and clearly labeled with the car number on them. ✓ Any weight(s) must be securely attached to the frame below the body decking. ✓ Any car that loses any weights /ballast during an event may be subject to a penalty. If you lose your weight and it's not marked with your number, you do not get it back. <p>Not Allowed</p> <ul style="list-style-type: none"> ⊘ No threaded rods ⊘ No weights attached to the rear bumper and/or outside the frame. ⊘ No weight(s) mounted to any suspension or axle will not be permitted. ⊘ No pellet-type and/or liquid-type weight/ballast. ⊘ No driver-operated weight adjustments (e.g., weight-jacking devices).
Wheels & Tires	<ul style="list-style-type: none"> ✓ Racing wheels allowed but must be inside the fenders and safe for racing. ✓ 12" width maximum. ✓ All wheels must be painted white or light colored. ✓ Bead locks allowed. ✓ Mud covers allowed but they must be foam or bolt-on. ✓ Grinding permissible. ✓ Sycamore Speedway will have tires available to purchase for the Limited Late Model Class. The tires purchased from Sycamore Speedway are the only racing tires allowed. <div style="display: flex; align-items: center; margin-top: 10px;"> <div style="margin-right: 20px;">  </div> <ul style="list-style-type: none"> ⊘ NO WARRANTIES on the Sycamore Speedway tires. ⊘ No returns on Sycamore Speedway tires. </div> <p>Not Allowed</p> <ul style="list-style-type: none"> ⊘ No DZUS style allowed on mud covers. ⊘ No grooving, siping, or altering of tires. ⊘ No tire softeners. Tires will be tested with durometer and tires may be sent to third-party for additional testing if warranted.



LIMITED LATE MODEL

Category	Rules
Windshield	<ul style="list-style-type: none"> ✓ Windscreen recommended. ✓ A minimum 3 bars must be installed in front of driver.

LIMITED LATE MODEL PAYOFFS & ORDER OF EVENTS

Eligibility

- ◆ Must compete in 90% of races at Sycamore Speedway. No point money if you race at another track on a night that Sycamore Speedway is racing **nor if you do not attend the annual Banquet/Crowning of Champions**. \$3000 will be used for a final point fund. All payouts & point fund payments are paid to car owner.
- ⊖ If you do not attend the Banquet/Crowning of Champions, not only do you forfeit point fund money, but you also forfeit any trophy, placement in your Class, and/or any award given.
- ◆ Points will follow driver and car meaning: If you are driving more than one car in the same season, you will have points as a driver for each car that you run. Before any payout will be paid, the driver and/or car owner, whoever will be receiving the 1099 for the season, must complete a W9 and all payouts will be paid to that individual.
- ◆ **Last Year's Champions' Return Money:**

Place	Return Money
1 st	\$100
2 nd	\$75
3 rd	\$50
4 th & 5 th	\$25

- ◆ You must meet the point fund qualifications to be eligible for any points money. All final point money is paid at the end of the season.

Purse & Points—Feature

Place	Purse	Points
1 st	\$475	20 & Trophy
2 nd	\$350	17
3 rd	\$230	15
4 th	\$200	13
5 th	\$175	12
6 th	\$160	11
7 th	\$150	10
8 th	\$140	9
9 th	\$130	8
10 th	\$115	7
11 th below	\$75	5

Heat Placements

Qualifying will determine placement in Heats Fastest to Slowest as shown below. If 3 heats are needed, this lineup would change. Top 3 of each Heat will need to redraw for the feature lineup.

Heat 1	
1	3
5	7
9	11
13	15

Heat 2	
2	4
6	8
10	12
14	16



LIMITED LATE MODEL

Order of Events

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

Event	Time or Number of Laps
Pit Gates open	4:00 pm
Drivers' Meeting	6:00 pm
HL/Q for all Classes	6:30 pm
Opening Ceremonies*	7:30 pm
Races to Follow – Race Order:	
PS Heats	8
SLM Heats	8
SS Heats	8
Additional Heats (examples)	
Badger	8
Open Late Model	10
Sprints, etc.	
Any LCQ	
Intermission	10 mins
PS Feature	15 except for Twin 15
Badge Feature (if running at SS)	25
SLM Feature (except Joe & Nick and Twin 25)	25
Open Late Model Feature (if running at SS)	30
SS Feature	20

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