



2026 Sycamore Speedway Limited Late Model Rulebook

Welcome to Sycamore Speedway! Our primary goal is to provide a fun, safe, and competitive environment for all participants and spectators. This rulebook is designed to ensure fairness and consistency in all aspects of our events. Please read and understand the rules outlined below to ensure compliance and enjoyment for everyone involved.



Read through this rulebook. It is important that all drivers, pit crews, and participants are knowledgeable and understand the operations of our events and Sycamore Speedway's mechanical and procedural rules.

Dispute Resolution & Authority: In the event of an issue or disagreement, Sycamore Speedway Management and Track Officials will refer to these rules to resolve any behavioral or technical disputes and questions. These rules will also guide the establishment of the length, frequency, and administration of all racing events, as well as the determination of finishing positions. **Decisions made by Sycamore Speedway are final.**

RULEBOOK DISCLAIMER —

The rules and regulations set forth herein are designed to ensure the orderly conduct of racing events and to establish minimum acceptable requirements. *By participating in these events, all participants are deemed to have complied with these rules.* NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM THE PUBLICATION OR COMPLIANCE WITH THESE RULES AND/OR REGULATIONS. These rules are intended as a guide for the conduct of the sport but do not guarantee against injury or death to a participant, spectator, or official. The Race Director is empowered to permit minor deviations from any of the specifications herein or impose any further restrictions that, in their opinion, do not alter the minimum acceptable requirements. NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM THE PUBLICATION OR COMPLIANCE WITH THESE RULES AND/OR REGULATIONS. Any interpretation or deviation from these rules is at the discretion of the Track Officials. Their decision is final. Any items not covered in this information will be decided by the Track Officials.

GENERAL RULES

The following rules will apply to each person, car owner, driver, mechanic, pit crew member, fan, and anyone in the pit area, grandstands, or on the race track.

CATEGORY	RULE
Competition Eligibility	A. The minimum age for any driver in competition shall be 16. a. A valid state-issued driver's license is required. b. <i>Proof of age may be required.</i> B. All drivers under 18 must have a signed minor release waiver from a parent or legal guardian. a. A waiver will be required each race season. C. All drivers must register before participating in any racing event. a. Drivers must submit valid registration and tax forms each race season.



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CATEGORY	RULE
Competition Entry	A. There are no competition or driver registration fees for the 2026 Season. B. All competing cars must be registered online or in person at the Pit Shack. a. Drivers who re-registered online by February 15, 2026, will receive the same number if they wish. b. All drivers must register each year. c. <u>Friday Night Divisions</u>: Once car number confirmation is received, all cars must be prepped in the following manner: i. The number color must contrast with the body color, ii. The number must be on the roof, both sides of the car, and the rear. iii. The roof number must be positioned so it is readable from the passenger side of the car. iv. The numbers need to be seen by the Score Tower. C. To compete at Sycamore Speedway: a. You must adhere to all General Rules, in addition to your specific class rules, b. Your race car must have a complete body unless involved in a wreck that race night. c. You must willingly pass technical inspection each race night. Any refusal for inspection will result in disqualification for that night. i. No inspection - no racing!
Electric Vehicles/Hybrid	A. <i>No fully electric vehicles are allowed to compete.</i> a. <i>The batteries in these vehicles may release toxic and flammable gas after a collision.</i> b. <i>Doors may not unlock from the outside after a collision.</i> c. <i>The car may not roll with the power disconnected and towing the car may be difficult or impossible.</i> d. <i>Electric vehicles require specific fire suppression systems such as water baths.</i> e. <i>Hybrids may be allowed as long as all electrical batteries and components have been removed.</i>
Pit Area & Grandstand Entry	Pit Area: A. All persons must sign in and pay for a pit pass, prior to entering the pit area. B. Any person 18 years and under must have a signed minor release waiver from a parent or legal guardian, before entering the pit area. C. Any person(s) tampering, altering, or sharing pit passes/admission bands will be asked to leave the property. Grandstands: A. All persons entering through the general admission gates must purchase tickets at the gate or online. B. All persons with online tickets must have their ticket voucher available on their phone, on the MyRacePass app, or have it printed with a photo identification, and present it at the Ticket Booth upon entry. C. All tickets will be verified before admittance is granted. a. You must have a photo identification along with your ticket voucher to acquire your tickets at the Ticket Booth.** b. ** <i>Online pit pass tickets must be redeemed at the Pit Shack.</i>



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General Conduct	A. 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: a. Starting on Time b. Running the Events in a Professional Manner c. Wearing the Proper Racing Attire d. Brightly Painted/Appropriately Stickered Race Cars e. Sportsmanlike-Conduct on and Off the Track, including Social Media. B. Any individual, crew member, car owner, or driver deemed detrimental to the sport of auto racing will be refused entry to the Pits. C. 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. D. Any person or persons willfully blocking the Track or attempting to obstruct the race program will be black-flagged and/or asked to leave the race track. a. <i>Remember, when a rule is enforced, chances are - someone isn't going to like it.</i>
Abusive Language / Actions	A. 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, whether in person or on social media, will result in disciplinary action. The penalty for such behavior includes expulsion for the rest of the race season and forfeiture of any points or money earned prior to the incident. a. Social Media Extended Policy: i. Anyone bashing the track, competitors, or track staff on social media will result in a minimum of a two (2) week suspension and a \$200 fine. The fine will be paid to the race track. The offender will not be able to return to the Speedway until the fines are paid in full. B. Any form of fighting, unnecessary recklessness, or retaliation will not be tolerated. Participants involved in such activities will face penalties and/or fines may be imposed. C. The use of profanity is prohibited, including decals on race cars. D. Race cars and/or personal clothing may not display profane signs, sex signs, swastikas, or ethnic, racial, or political slurs.
Alcohol & Substance Use Policy	A. Consumption of any alcoholic beverages or controlled substances within the Pit Area or on the racetrack before or during a race is strictly prohibited. a. Driver Conduct: In the interest of safety, any driver who shows evidence of drinking or being under the influence of a controlled substance, as observed by Track Officials or the Flagman, may be barred from the events. This includes immediate disqualification and potential further disciplinary actions. b. Crew Conduct: Any car whose crew members are found consuming alcohol or using controlled substances in the Pit Area will face penalties. These penalties may include fines, suspension, or both, depending on the severity of the offense.



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Smoking & Electronic Smoking	A. We recommend to those who wish to smoke or use electronic smoking devices to be courteous to those around you, especially in the grandstand area. Please make sure you are away from fellow fans.
Parking & Towing	A. Sycamore Speedway reserves the right to park any race cars and race teams. There are no reserved pit parking spots. a. <i>On select events</i> , the Pit Area may be limited to race cars & tow vehicles only. Campers will be required to park in the general parking lots in front of the property. B. All participants must observe and respect all 'no parking' zones as marked by signage or cones. Vehicles parked in these areas are subject to towing and/or removal. This includes the fire lane(s). C. Only vehicles displaying valid handicapped parking permits or license plates shall park in the designated handicapped parking spaces in the parking lot.
Vehicles in Pit Area	A. Sycamore Speedway will permit the usage of golf carts, four-wheelers (ATVs), pit bikes, etc. - however, all vehicles must adhere to the following rules: a. All vehicles must use slow speeds. b. All vehicles must use caution and ensure the safety of pedestrians and other vehicles. c. All vehicles are only allowed on the track with track official permission and will use the entrance and exit of the track properly. i. Any vehicle using the exit of the track as an entrance and vice versa will be asked to load up, and further use will be prohibited. B. All vehicles, including golf carts, four-wheelers, pit-bikes, and vehicles used for hot pit, must be clearly and visibly marked with a number corresponding to the respective driver. C. Sycamore Speedway reserves the right to restrict the use of these vehicles to any person(s) who fails to follow the rules for the usage of such vehicles or during certain events. Fines will be imposed for violations. First offense: \$100; Second offense: \$200; Third offense: \$300 and suspension of using said vehicle for the remainder of the season.
Wristbands & Wearing Apparel	A. Wristbands: All wristbands appropriate for the event are required at all times, no exceptions. B. Racing Suits: We require all drivers to wear a flame-resistant driving suit, a two-piece suit is permitted. a. Spectator, Power Puff, Socker Stocker, and Compact Divisions: i. A racing suit is <i>not required</i> , however, <u>at minimum</u> , long sleeve shirts and long pants are required . <i>We do recommend a flame-resistant racing suit.</i> All other requirements are the same for these classes. C. Pit Attire: We recommend that all participants in the Pit Area wear high-visibility clothing and/or white pants or coveralls, so they are more visible. D. Helmets: Approved Snell Helmets with Face Shields are required for all classes. a. No motocross, motorcycle, or snowmobile helmets are allowed. b. "DOT Approved Only" helmets are prohibited. You only get 1 brain. E. Shoes & Gloves: Closed-toed shoes and gloves are required for all drivers and strongly encourage auto racing shoes.



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Weather / Rain Policy	A. In the event of sudden showers, after the gates have been opened, Track Officials will temporarily 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 weather will prevent the return of a safe racing condition within a reasonable amount of time, the remaining races will be canceled or postponed as follows: a. If less than four (4) events have been completed, all online tickets will be refunded and no rain checks will be issued for online ticket holders. Tickets purchased at the gate and/or pit pass wristbands will serve as a rain check and must be kept and presented in order to redeem the rain check. b. If four (4) or more events, not including qualifying, have been run - the event will be considered complete and refunds/rain checks will not be issued. c. If a special event has been rained out, the special event will be reviewed and rescheduled/postponed, at the discretion of Sycamore Speedway Management. d. 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 such Officials in charge. B. In the event of a rainout, prior to gates opening, all online tickets will be refunded by MyRacePass on Tuesday and will not serve as a rain check to any other event. Refunds may take 2-5 business days to be processed back into the ticketholder's account. Ticket Holders will receive an email from MyRacePass explaining the refund within the days following a rainout.
Rainchecks Policy:	A. When rainchecks are issued, individuals with ticket stubs or pit pass wristbands will be able to redeem them within the next 4 race nights following the rained-out event; the rain check is good for the face value of the ticket price the night of the rainout, and may not be used on an event with a higher ticket price value. B. Individuals must present the ticket stub or pit pass wristband in order for the rain check to be redeemed, no exceptions.
Insurance Coverage	A. Insurance Coverage will exist <u>30 minutes</u> prior to the scheduled race time and end <u>10 minutes</u> after the finish of the last event.
Fines and/or Suspensions	A. Any fines and/or suspensions will be decreed by Track Officials, subject to the following: B. Drivers are responsible for their pit crews, fans, and family: the actions of these individuals can harm the driver, along with fines and suspensions for themselves. C. Violation Type: a. Behavioral / Conduct: i. Minimum: Two (2) Week Suspension ii. Loss of Points and/or Money Earned iii. Fines Imposed b. Mechanical / Technical: i. Maximum: \$200 fine and/or Two (2) Week Suspension ii. No Points and/or Money Earned c. Safety: i. Maximum: \$500 fine and/or Two (2) Week Suspension



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RACE PROCEDURES

SIGN IN & PILL DRAW	
Pill Draw Procedures	A. All race cars must be signed in for the racing event before the start of qualifying. a. The driver will be responsible for signing in. A crew member may sign in for a driver if the driver will be late to sign in. b. Failure to sign in by the start of qualifying will result in no points or pay earned for the evening & forfeiture of qualifying time. B. A pill draw will be used to determine the qualifying order. a. Pill draw will close at 6:00PM, on regularly scheduled race nights. i. <i>Friday Night Divisions will not have a specified order to qualify.</i>
Race Receiver	A. RACE RECEIVERS ARE MANDATORY FOR ALL CLASSES. a. If you do not have a Race Receiver, they will be available for purchase at the track. b. Default Channel: 454.000 B. If a driver does not have a race receiver during a race, they may be disqualified for that race. <u>NO EXCEPTIONS!</u> C. <u>No transmittable radios. one-way receiver only.</u>
Driver's Meeting	A. All drivers must attend the driver's meeting. a. All drivers are responsible for understanding and adhering to the rules set forth within track rulebooks. b. It is <i>highly recommended</i> that all crew members attend this meeting as well.
PACK TRACK / HOT LAPS / QUALIFYING	
Pack Track	A. <u>All race cars</u>, as required by the Track Officials, will be required to pack the track. <u>Any race car that does not participate in packing the track will forfeit their qualifying lap and will be placed at the rear of the slowest heat race and feature.</u> NO EXCEPTIONS!
Hot Laps	A. <i>This section does not apply to Friday Night Divisions.</i> B. All classes will be given approximately 3 laps (at the discretion of the Flagman or Track Officials) for a Hot Lap session, prior to their qualifying time. C. Drivers must be "race ready" for Hot Lap sessions, including Race Receivers. D. Drivers are prohibited from "racing" other drivers during hot lap sessions, this is to prevent unnecessary accidents during hot laps.



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Qualifying	A. After the conclusion of Hot Laps, qualifying will follow. B. <u>Saturday Divisions</u>: Drivers must be in line in accurate qualifying order positions at the time of qualifying. Any driver who misses the Pill Draw will qualify first and/or at the front of the line. C. During qualifying, drivers may be given an allowance of <i>one spin or wave-off</i> per night for extenuating circumstances. D. Drivers will be allowed one qualifying lap or other means to facilitate positioning, as time permits, to be determined by the Track Officials. E. When qualifying is complete for a given class, <u>they are over</u> — no exceptions. F. Drivers under the minimum required weight at the scales following qualifying will be allowed one re-attempt at the scales. Any driver whose car remains under the required minimum weight after the re-attempt will forfeit their qualifying time and start at the rear of their assigned heat race. G. All Saturday Classes <u>must run</u> their heat race to secure feature position. a. If you miss your heat, you start in the rear of the feature.
RACES	
Race Track & Infield Rules	A. During the races, the only authorized personnel on the race track and in the infield are the drivers, disabled cars, safety crew, wrecker crew, and Track Officials. a. During features, a maximum of 3 people will be allowed in the Hot Pit per driver. b. All crew members must remain in the designated Hot Pit area with feet on the track surface. c. Any vehicle brought into the Hot Pit area must be clearly marked with a number corresponding to its driver. d. Disobeying a, b, or c will result in disqualification of the driver for that race and said person will not be allowed to be in Hot Pit for the rest of the season. B. All spectators must remain clear of the track chute and behind the fence at all times unless requested by the Track Officials <u>for some special reason</u>.
Field of Cars	A. Track Officials reserve the right to increase or decrease the field of cars at his/her discretion.
Accidents	A. In the event of an accident, the car(s) involved must be taken to the pits or the infield (at a safe distance) to be worked on, subject to the Official's discretion. a. If the hot pit is utilized, crews cannot leave the hot pit to attend to an accident, <i>unless specifically instructed by an appointed track official or the Flagman</i>.
Driver Communication / Signal Sticks	A. Hand signals and colored gloves will be permitted during the use of communication with drivers. B. Colored sticks, flashlights, anything with electricity and/or two-way radio communication, or any electronic communication with drivers will not be permitted.



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Race Starts	A. A race will not be stopped for a car that has spun out in the first curve/turn on the first lap unless the situation warrants it as deemed by the Flagman. B. The original and first start of a race will be a double file line-up, and the pole sitter will set the pace of the field. All cars must be door-to-door and nose-to-tail on all starts and restarts. C. The front row will be given two (2) chances to successfully start a race, if the front row cannot start a race within two attempts, the front row will move to the second row and the second row will move to the front row. D. All race starts will be conducted in Turn 4, and the pole sitter will fire in between the closest white tire and the Yellow Start Tire or Chalk Line.
Race Restarts – Friday	A. All race restarts will be single-file, and cars will be bumper to bumper, unless otherwise instructed by Track Staff.
Race Restarts – Saturday	A. The “Delaware Style” Double File Restart Method will be utilized for race restarts. B. Leader Placement: The race leader will be positioned at the front of the field by themselves. C. Second Place Driver: The second-place driver will choose to restart from either the inside or outside position. D. Field Line-Up: The remaining drivers in the field will line up in a double-file formation following the second-place driver’s selection. E. All cars must be door-to-door and nose-to-tail on all starts and restarts. Any driver in violation or who gets an advantage will be penalized or disqualified.
Yellow Flags	A. If a driver causes a Yellow Flag, the driver will go to the rear of the field. B. All cars involved in a Yellow Flag Situation that make contact and stop on the track, will go to the rear. C. Any car that stops to avoid contact will retain its position. D. Any driver that intentionally causes a caution will be set to the rear or black-flagged from that race. E. The only individuals allowed on the race track are the Track Officials, Safety Crew, Wrecker Crew, and Ambulance Crew. NO EXCEPTIONS! a. Any individual who fails to conform to this rule is subject to a substantial fine and/or expulsion from the grounds and disqualification of the driver for the race night. These decisions will be made by Track Officials. F. Yellow Flag Laps may be counted at the discretion of the Track Officials.*
Red Flags	A. All cars must come to an immediate stop when a red flag/red light is displayed. Any car that fails to do so may be disqualified from the race. B. All cars involved in a Red Flag Situation that make contact and cause the Red will go to the rear if they remain running. C. The only individuals allowed on the race track are the Track Officials, Safety Crew, Tow Crew, and Ambulance Crew. NO EXCEPTIONS! a. Any individual who fails to conform to this rule is subject to a substantial fine and/or expulsion from the grounds and disqualification of the driver for the race night. These decisions will be made by Track Officials.

Racing Flag Meanings	<table> <tr> <td data-bbox="532 205 743 300"> Green ● </td><td data-bbox="751 205 1518 300"> - A green flag indicates the start or restart of a race. - The track is clear. </td></tr> <tr> <td data-bbox="532 310 743 499"> Yellow ● </td><td data-bbox="751 310 1518 499"> - All cars must slow down due to a hazard on the track. - All cars must hold their position - do not pass. - If there is a Yellow Flag on the White Flag lap, the race will be declared complete and over. Cars will be scored on the finished lap prior to coming to the White Flag. </td></tr> <tr> <td data-bbox="532 510 743 625"> Red ● </td><td data-bbox="751 510 1518 625"> - All cars must come to an immediate stop. - Any car that fails to do so may be disqualified from the race. </td></tr> <tr> <td data-bbox="532 636 743 730"> White ● </td><td data-bbox="751 636 1518 730"> - The white flag indicates one lap remaining in the race. - Folded & Parallel - White & Green: 2 laps remaining. </td></tr> <tr> <td data-bbox="532 741 743 1087"> Black ● </td><td data-bbox="751 741 1518 1087"> - A black flag indicates that the recipient must leave the race track immediately due to a violation of a rule or mechanical issues. - Once a driver has been black-flagged, they may not return to the race track for the remainder of that race. <u>NO EXCEPTIONS!</u> <i>If a driver is black-flagged for unsportsmanlike conduct, they must load their race car and leave the property.</i> <i>Failure to see the Black Flag will not be considered as an excuse not to leave the racetrack.</i> </td></tr> <tr> <td data-bbox="532 1098 743 1318"> Blue w/ Yellow Stripe ●● </td><td data-bbox="751 1098 1518 1318"> Starter's Signal — Hold Your Line. <i>This flag indicates that the leaders are approaching a driver near the rear of the pack and to hold the same line. <u>Do not race the leaders.</u> If the leaders have caught up to you, they are faster than you, provide them with the space to pass you.</i> </td></tr> <tr> <td data-bbox="532 1329 743 1518"> Checkered 🏁 </td><td data-bbox="751 1329 1518 1518"> - A checkered flag indicates the race is over. - When the leader takes the checkered flag, the race is over as cars cross the finish line. <i>The placement of the cars in order of finish as determined by the scorer(s) will be final.</i> </td></tr> </table>	Green ●	- A green flag indicates the start or restart of a race. - The track is clear.	Yellow ●	- All cars must slow down due to a hazard on the track. - All cars must hold their position - do not pass. - If there is a Yellow Flag on the White Flag lap, the race will be declared complete and over. Cars will be scored on the finished lap prior to coming to the White Flag.	Red ●	- All cars must come to an immediate stop. - Any car that fails to do so may be disqualified from the race.	White ●	- The white flag indicates one lap remaining in the race. - Folded & Parallel - White & Green: 2 laps remaining.	Black ●	- A black flag indicates that the recipient must leave the race track immediately due to a violation of a rule or mechanical issues. - Once a driver has been black-flagged, they may not return to the race track for the remainder of that race. <u>NO EXCEPTIONS!</u> <i>If a driver is black-flagged for unsportsmanlike conduct, they must load their race car and leave the property.</i> <i>Failure to see the Black Flag will not be considered as an excuse not to leave the racetrack.</i>	Blue w/ Yellow Stripe ●●	Starter's Signal — Hold Your Line. <i>This flag indicates that the leaders are approaching a driver near the rear of the pack and to hold the same line. <u>Do not race the leaders.</u> If the leaders have caught up to you, they are faster than you, provide them with the space to pass you.</i>	Checkered 🏁	- A checkered flag indicates the race is over. - When the leader takes the checkered flag, the race is over as cars cross the finish line. <i>The placement of the cars in order of finish as determined by the scorer(s) will be final.</i>
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Rough Driving	A. Rough driving will not be tolerated. B. Rough driving includes actions that are overly aggressive, reckless, or dangerous; such as intentional contact with other vehicles or forcing another driver off the racing surface into the infield. C. Drivers who engage in rough driving will be given one warning from the Flagman or Track Officials via Flag Signals, Race Receivers, or directly by Officials. D. Drivers who further engage in rough driving after a warning is given will be given a black flag and disqualified for the remainder of the evening.														

Two Caution Rule	A. Any driver who causes two yellow flag cautions in a single race will be black-flagged for that race and must leave the race track for the remainder of the race. B. The driver will receive a warning/notification the first time and will receive the black flag or a notice to leave the race track the second time.
Technical Inspection	A. All drivers will be required to go through a technical inspection before racing each night at the discretion of the track. a. Failure to go through technical inspection will result in no racing. B. The top positions in each race will be required to go immediately to technical inspection after receiving the checkered flag: a. <u>Dashes & Heats:</u> i. Top 3 Finishers b. <u>A Feature (Fast):</u> i. Top 3 Finishers at minimum up to top 5. c. <u>B, C, D, etc. Features (2+):</u> i. Top 3 Finishers C. Drivers need to leave the racetrack following the checkered flag in a reasonable time manner and head to technical inspection. a. If it is deemed you have taken too long, you will be subject to a full tech for that evening. D. Technical Protests: (does not apply to the Compact Division) a. If a driver feels that one of their competitors is cheating, a driver may request, at a fee of \$200, that the Tech Staff inspect the competitor's car for what you are claiming is illegal. i. \$50 will be retained by the Race Track. ii. The remaining \$150 will go to the correct party. b. If: i. You are correct: You get your \$150 back. ii. The competitor is correct: The competitor receives \$150. E. <u>Crew members are prohibited from entering with and/or touching any race car in the Tech Line.</u> A maximum of one crew member is permitted per driver to act as a secondary Spokesperson to Tech Staff and enter the Tech Line area. a. <i>If Tech Staff deems a crew member has tampered with a race car while waiting for or during the technical inspection, that car may be disqualified at the discretion of the Tech Staff or Track Officials.</i> b. <i>The permitted crew member may also be asked to remove parts from a car for technical inspection.</i> F. Any competing car/driver found in violation of the rules will lose any purse money & points won for that night.



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Pit Area Rules	A. Changing Drivers: a. To change or alternate drivers, the driver must have qualified that race car to race it. This change <u>must be reported</u> to the Pit Tower. B. Lineups: a. All drivers must line up for their race(s) in the Pit Area in the Lineup Area. b. Drivers can find the lineups on the Pit Boards or on MyRacePass. c. Any driver not in line at the time their race pulls on the track will be moved to the rear. C. Abandoned Race Cars: a. Any abandoned race car left in the Pit Area will be towed away. It is the responsibility of the driver to take their racecar home each night or store it in the designated area of the Pit Area. If a driver does not, it will be assumed <i>abandoned</i> and will become the property of Sycamore Speedway. D. Aggressive Driving in the Pits: a. A driver may face penalties should they aggressively drive in the pit area, causing dangerous conditions for the safety of others.
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LIMITED LATE MODEL SPECIFICATIONS AND RULES

All general track rules listed above apply to the Limited Late Model division. In addition to such rules, the Limited Late Model division must adhere to the additional rules specific to the class, listed below.

CATEGORY	RULE
Competitor Information	A. The Limited Late Model (LLM) division competes in our weekly Saturday Night Racing program. B. Any American-made 1965–2026 automobile. C. <i>No trucks, Jeeps, SUVs, convertibles, or T-Tops are allowed to compete.</i>
Race Day	A. Drivers may participate for points in the Limited Late Model Class and any Friday night class (e.g., Spectator, Powder Puff, Socker Stocker, Compact). a. Drivers cannot use the same car for both Friday and Saturday night classes.
Batteries	A. A racing battery may be used.
Body	A. Race car bodies may be the same as a Dirt Late Model (4-Bar), as per UMP Rules. B. The hood must remain on the car during racing unless prior permission is granted by the Tech Steward to compete without it. C. A filler disk in the steering wheel is recommended (e.g., AFCCO). D. Rear Spoiler Dimensions: maximum height of 8 inches and a length of 72 inches. Side panels: 8 inches high in rear, 4.5 inches at the front, and not to exceed 18 inches in length. a. Refer to UMP Dirt Late Model Rules for additional guidance. E. <i>No badly mutilated, damaged, or unsightly cars.</i>
Brakes	A. All four (4) brakes must be fully operational.
Carburetion	A. Only one (1) 4 (four) barrel carburetor - OR - the 4412 carburetor is allowed.
Chassis	A. Fabricated chassis are allowed. B. The minimum wheelbase will be one hundred three inches (103")
Cooling System	A. The radiator must be mounted in front of the engine. B. The discharge from the overflow tube must be directed toward the ground. C. <i>Antifreeze is strictly prohibited.</i>
Dirt Screen	A. All dirt screens are subject to inspection.
Driver Compartment	A. A full metal firewall fabricated from magnetic steel and/or aluminum must encompass the driver's compartment from front to rear, on both sides and floorboards. B. Seats must be securely mounted to the car chassis/roll cage structure. C. Radios and/or electronic and/or data communication devices will not be permitted.
Electrical Systems	A. The <u>maximum</u> engine RPM is 7,200 RPM. B. An access panel must be provided for "easy" inspection of the ignition box. a. If it is not easily accessible for tech, they have all authority to make you move the box. b. It must be straightforward to verify the proper rev limit.



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	c. A chip set at the maximum limit will be issued by Sycamore Speedway each night; this chip must be returned in order to receive payout. d. If you wish to run a smaller chip, you may do so but you will run one provided from the Speedway. i. To make sure there is a chip the size you want to run, please contact Tiffany notifying her of the rpms you wish to run. e. Failure to return the chip will result in forfeiture of the payout. C. Only “chip” type rev limiting box is permitted and <u>must be mounted outside of the reach of the driver’s compartment.</u> a. This is limited to 1 and must be single coil. D. A distributor is required. E. Any tachometer is allowed, except those with timing control capabilities. Drivers may be required to disconnect their tachometer for verification. F. All cars must be equipped with a self-starter that is in working order. G. <i>Computerized triggering systems are prohibited.</i> H. <i>Tachometers with timing control capabilities are prohibited.</i> I. <i>Traction control devices are prohibited.</i>
Engine	A. All engines must appear stock. B. A maximum distance of 25 ½ inches from the center of the right front upper ball joint to the back of the engine block will be enforced for engine placement. No tolerance. C. GM604 or GM602 Crate is allowed. D. Steel Block ONLY E. <i>No dry-sump engines</i> F. <i>No aluminum engines; OEM or otherwise.</i>
Exhaust	A. All exhaust must exit towards the rear or pointing down B. It is recommended that all exhaust pipes extend beyond the driver to the outer edge of the car or the rear. C. Pipes must extend outside of the engine compartment. D. Any type of header is allowed. Mufflers recommended.
Fire System Suppression	A. All cars shall be equipped with a thermally deployed automatic fire suppression system. a. The fire suppression system will consist of a DOT-approved cylinder manufactured from aluminum or steel with a capacity of up to 10 lbs. of fire extinguishing agent, steel or steel reinforced lines, and has a minimum of one (1), ideally two (2) thermally activated discharge nozzles. B. All systems must meet or exceed SFI 17.1 specifications. C. Systems must be fully charged of DuPont FE-36, 3M NOVEC 1230, FireBull, or 4Fire and display a legible and valid SFI and manufacturer label depicting fire extinguishing agent, capacity, and certification date. Cylinders that are beyond useful certification date must be inspected, serviced, and re-labeled by the manufacturer. D. Cylinders must be mounted forward of the fuel cell. Cylinders must be securely mounted to the chassis/roll cage assembly. The certification label must be unobstructed and easily accessible for inspection when the mounting is complete. For systems with one activation point, the activation point may be mounted in the cockpit or rear of the car close to the fuel cell. E. If running a Two (2) thermally activated nozzle system, One (1) nozzle must be located directly above the fuel cell in the fuel cell area and the second nozzle located in the driver cockpit area. An optional engine bay nozzle may be added. F. An optional manual override cable is recommended.



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Fuel & Fuel Cells	A. Fuel cells are mandatory for all cars. a. A rollover valve is required on the vent tube. Ensure new fuel cells have rollover valves on the vent tube. B. The fuel cell must be mounted behind the rear axle between the rear tires, a minimum of four inches (4") ahead of the rear bumper. a. Recommended to add additional bar above rear bumper, across rear of fuel cell. C. Any fuel lines inside of driver's compartment must be enclosed within steel tubing for added safety. D. Only mechanical fuel pumps are allowed. E. Racing gas, E85, or pump gas ONLY. F. <i>No electric fuel pumps allowed.</i> G. <i>No methanol allowed.</i>
Fuel/Gas	A. All fuel/gas must be in properly marked containers in the Pit Area.
Mirrors	A. <i>Mirrors of any type are prohibited.</i>
Rear End / Differential	A. Only rear axle assemblies designed for safe racing are allowed. B. Open rear suspension is permitted following UMP Late Model rules. Three-bar or leaf spring configurations are also allowed. C. Quick-change rear ends may be used but must be fully locked type, meaning both wheels turn in the same direction only. D. A spool must be inside the rear end. E. All springs must be metal, with the exception of leaf springs. F. <i>Anti-slip differentials are prohibited.</i> G. <i>Cushion drive plates on rear axle hubs are prohibited.</i>
Roll Cage	A. Roll cages are mandatory for all cars, per the following UMP rules: B. Bars must be welded with the angle joints reinforced. C. All cars must have a roll cage fabricated from a minimum of one and one-half inch (1-1/2") outside diameter with sixty-five thousandths of an inch (.065") thick seamless magnetic steel tubing. D. The side roll bars and/or door bars must extend into the door panels. E. A minimum of three (3) one and one-half inch (1-1/2") outside diameter bars sixty-five thousandths of an inch (.065") in thickness must be utilized on the left side of the car in the door area. F. Roll cage must be above the driver's helmet thirty-eight inches (38") minimum between floor pan and the bottom of the roll cage. G. The entire roll cage must be constructed of round tubing only. H. <i>No galvanized pipe. DOM-type tubing is recommended.</i> I. <i>No pipe joints.</i>
Seats	A. A racing seat equipped with a SFI 5-point harness is mandatory. B. Seat belts must be no older than three (3) years from the date of manufacture C. Seat belts must have a visible certification. D. Seats must be mounted to a seat frame that is welded to the car chassis/roll cage structure. E. All seats must have a quick-release metal buckle.
Steering	A. Rack and pinion steering is allowed. Power steering is recommended.
Shocks	A. Non-adjustable racing shocks are recommended. B. Adjustable shocks are allowed.



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Suspension	A. <i>Suspension must adhere to and comply with DIRTcar UMP Rules, found here.</i>
Transmission	A. Racing transmissions allowed (e.g. Bert, Brinn, etc.) B. The transmission must have forward and working reverse gear(s) and must be able to shift forward or reverse with the engine running.
Weight	A. After each race, the car as it was ran in the event* (including the driver), must weigh a <u>minimum</u> of <u>2,350 lbs</u> , verified on the Sycamore Speedway scale. a. *example: if you got permission to race without the hood you must make weight without the hood. It cannot be added at the scales to make weight. B. Weight up to 50 lbs must be secured with two ½ inch grade 5 bolts (minimum grade) and at least two weight clamps. <u>All weights must be painted white and labeled with the car number.</u> C. Additional added weight(s) must be securely attached to the frame/chassis below the body decking. a. Frame/chassis is defined as the steel welded structure only. D. Cars that lose any weights or ballast during an event may incur a penalty. Unmarked weights will not be returned to the owner. <i>E. Threaded rods are prohibited.</i> <i>F. Additional added weight(s) attached to the rear bumper and/or outside the frame will not be permitted.</i> <i>G. Additional added weight(s) attached to any suspension or axle will not be permitted.</i> <i>H. Pellet-type and/or liquid-type weight/ballast are prohibited.</i> <i>I. Driver-operated weight adjustment, 'weight jacking' devices are prohibited.</i>
Wheels & Tires	Sycamore Speedway will have tires available for purchase for the Limited Late Model class. <i>Only tires purchased from Sycamore Speedway are allowed for racing.</i> • Weekly purchase limits on tires may be imposed for 2026. • <u>No warranties or returns</u> on Sycamore Speedway tires. A. Racing wheels are allowed but must be positioned within the fenders and safe for racing. B. Maximum wheel width: 12 inches C. All wheels must be painted white or a light color. D. Bead locks are allowed. E. Mud covers are allowed but must be made of foam or be bolt-on. F. Grinding is allowed. <i>G. No DZUS-style mud covers.</i> <i>H. No grooving, siping, or any modification of tires.</i> <i>I. No tire softeners. Tires will be tested with a durometer and may be sent to a third party for additional testing if needed.</i>
Windshield	A. A windscreen is recommended. B. A minimum of three (3) bars must be installed in front of the driver.
Window Net	A. Window nets that are certified to SFI Spec 27.1 or safety nets certified to SFI Spec 37.1 are strongly recommended and must be mounted in accordance with the manufacturer's instructions.