



2026 Sycamore Speedway Compact 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.

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



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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

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. - 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. - 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. - Pill draw will close at 6:00PM, on regularly scheduled race nights. <i>Friday Night Divisions will not have a specified order to qualify.</i>
Race Receiver	A. RACE RECEIVERS ARE MANDATORY FOR ALL CLASSES. - If you do not have a Race Receiver, they will be available for purchase at the track. 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. - All drivers are responsible for understanding and adhering to the rules set forth within track rulebooks. - 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. 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="521 207 743 300"> Green ● </td><td data-bbox="743 207 1521 300"> - A green flag indicates the start or restart of a race. - The track is clear. </td></tr> <tr> <td data-bbox="521 300 743 499"> Yellow ● </td><td data-bbox="743 300 1521 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="521 499 743 630"> Red ● </td><td data-bbox="743 499 1521 630"> - 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="521 630 743 728"> White ● </td><td data-bbox="743 630 1521 728"> - The white flag indicates one lap remaining in the race. - Folded & Parallel - White & Green: 2 laps remaining. </td></tr> <tr> <td data-bbox="521 728 743 1089"> Black ● </td><td data-bbox="743 728 1521 1089"> - 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="521 1089 743 1318"> Blue w/ Yellow Stripe ●● </td><td data-bbox="743 1089 1521 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="521 1318 743 1518"> Checkered 🏁 </td><td data-bbox="743 1318 1521 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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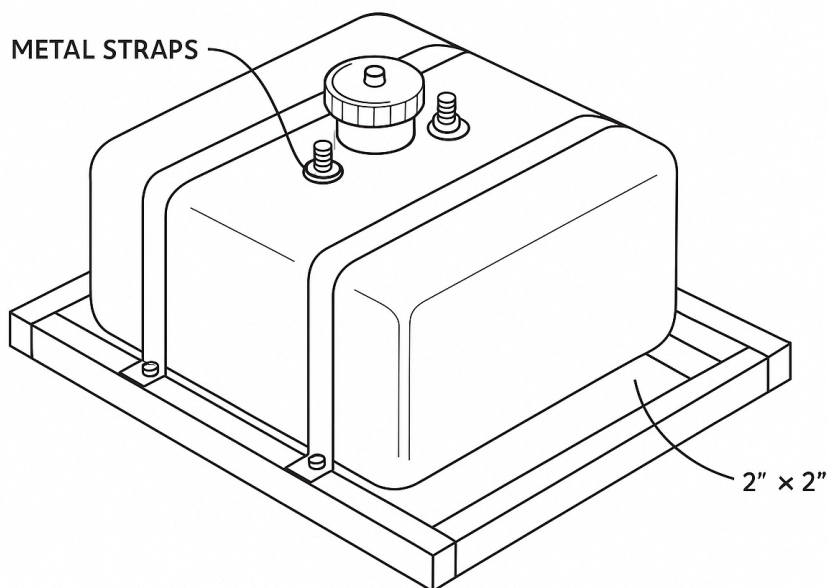
COMPACT SPECIFICATIONS AND RULES

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

CATEGORY	RULE
Competitor Information	A. The Compact division competes in our weekly Friday Night Racing program. B. Any 4-cylinder stock American-or Foreign made automobile or station wagon with a maximum 106-inch wheelbase is allowed. C. Compact "race cars" 4 cylinders ONLY. D. This is not an open rule class. Make sure you read below. <i>E. No trucks, Jeeps, SUVs, convertibles, or T-Tops are allowed to compete.</i> <i>F. No supercharged or turbos.</i> G. No aftermarket high performance products.
Race Day	A. Drivers may participate for points in the Compact class and any Saturday night class (e.g., Limited Late Model, Street Stock, or Pure Stock). a. Drivers cannot use the same car for both Friday and Saturday night classes. B. This is a stock class, stock is defined as it was produced this way from the factory, and therefore, unaltered and unmodified.
Batteries	A. Must be completely enclosed in a marine-type box with a lid. B. Must be securely mounted. C. Only <u>one battery</u> is allowed a. Passenger car battery for make & model of car b. <i>No forklift batteries</i> c. <i>No industrial batteries</i> d. <i>No heavy equipment batteries</i> D. Batteries may be relocated. a. If relocated, it must be placed in a battery box, secured by metal straps, in either the floorboard of the passenger seat or the back seat. b. Not to be placed in the trunk c. Not allowed to be by fuel tank or fuel cell <i>E. No milk crates allowed.</i>
Body	A. Interior panels, passenger, and rear seats are to remain in the car. a. If door panels are removed prior to purchase of the car, cover them with material equivalent to factory panel strength. b. If rear seat is removed, the opening from the trunk must be covered and sealed c. 6 point cage is MANDATORY for this class i. See Section marked Roll Cage for more specifications. B. A factory seat is required, at minimum. C. A racing seat is allowed, with a SFI rated 5-point harness and belts must be at least 3 years or newer. Seat needs to be mounted to the frame. Belts must be mounted properly to the seat. D. Windshields are mandatory. a. See Windshields for further regulations. E. All other glass, including mirrors (side & rearview), headlights and taillights, must be removed prior to arriving at Sycamore Speedway.

- F. Window seals must be removed.
- G. Sunroofs must be removed, and the opening must be covered with a minimum of 22-gauge metal, bolted or welded into place.
 - a. This will be inspected, and if Tech Staff deems it unsafe, you will be required to change it.
- H. The driver's door **must be** welded shut.
 - a. All other doors can be chained or welded shut.
- I. Hood and deck lids:
 - a. Must be operable until after inspection.
 - b. Must open for inspection.
 - c. Hood & trunk pins are allowed and recommended. Seat belts may also be used.
- J. Cars must remain stock as from the factory.
- K. The stock steel floor pan and trunk pan must remain in place and unaltered.
- L. Driver's side rocker panel wrap is allowed:
 - a. Must not exceed 6" above the bottom of the door.
 - b. Must be 0.060" thick.
- M. Firewalls:
 - a. Front & rear firewall must be sealed.
 - b. Must be in stock location.
- N. The car must be swept clean with no loose debris inside.
- O. Any sharp or protruding objects on the car must be cut off or smashed down.
- P. Dash may be removed if a 4-point cage with a dash bar is installed at OEM dash height.
- Q. Cutting of fenders is only permitted for wheel clearance.
- R. All plastic grills are to be removed.
- S. Front & Rear Bumpers:
 - a. Aftermarket noses are permitted; however must remain OEM bumpers.
 - b. If bumpers are damaged beyond repair, you may replace it with a single 1 ½" bar (maximum)
 - i. The bar must be installed between the bumper horns.
 - ii. The main purpose is to protect the radiator.
 - iii. The bar's height cannot exceed the radiator center line.
 - iv. *Before you assume your bumper or bumper replacement is legal, verify with Sycamore Speedway. Email a picture of the bumper in question to Tiffany at sycamorespeedway@gmail.com.*
 - c. A 3/16" inspection hole must be drilled in the bumpers and must be easily accessible for inspection of roll bar thickness.
- T. Tow chains are mandatory on front and rear bumpers.
- U. Body must be attached to the frame.
- V. *No junk tires, wheels, or loose metal parts allowed in the car.*
- W. *No riveting (e.g. doors, etc.)*
- X. *No special bumpers, reinforcements, or fabrications other than the stock replacements or what is outlined above.*
- Y. *No added bracing such as X'd frames and rear end housings.*
- Z. *No chopping the ends of the bumpers off.*
- AA. *No holes are allowed in the firewalls.*
- BB. *No rear spoilers.*
- CC. *No skinning of body components, inner panels, or fenders, except for the clearance of the installation of the inner roll cage.*
- DD. *No raised flat deck lids.*
- EE. *No threaded nut is to be used to secure head & trunk pins.*
- FF. *No plating of the frame or horns.*
- GG. *No added weight*

Brakes	A. All brakes must be stock from the factory and work. a. <i>No pinching of brake lines</i>
Cooling System	A. The cooling system must remain in the engine compartment. B. Fans and radiators may be removed. C. Reinforcement support is allowed for the radiator (e.g. kicker bar). This is to be nothing more than to hold the radiator in an upright position. D. Discharge from the overflow tube must be pointed to the ground. E. <i>No antifreeze</i>
Driver Compartment	A. All fuel lines that run through the driver compartment <u>must be covered</u> in steel tubing. B. Cars must have full, steel firewalls between driver and engine compartments, and driver and fuel tanks. C. Seats must be securely fastened to the frame of the vehicle. D. <i>No fuel tanks/fuel cells, or any other object that may create a hazard in the driver compartment are allowed.</i>
Engine	A. Any stock 4-cylinder engine in stock location. a. Must remain unaltered and stock as it comes from the factory. B. Original Motor Mounts: a. Welded, solid, or chained-down engine motor mounts are permitted and recommended for safety. C. All exhaust manifolds must exit under the car. D. Cold air intakes are allowed. E. Tuned ECU is permissible. F. <i>No aftermarket racing parts.</i> G. <i>No turbo engines.</i> H. <i>No out of corporate motor swaps.</i> I. <i>No angle plug heads.</i> J. <i>No rear engine cars.</i>
Fire Extinguishers	A. Fire extinguishers are mandatory for all cars and must be securely fastened. B. Only quick-release fire extinguishers are allowed, and must be within reach of the driver.
Fuel Tanks / Cells	A. Stock fuel tanks. B. Fuel cells are allowed and must be installed in the trunk, above the floor, and secured with 2" & 2" square steel tubing for the base to ensure it doesn't slide. Secure fuel cell to base with metal straps.



2 2" x 2" SQUARE TUBING

- a. If running a fuel cell, the stock tank must be removed.
- b. A rollover valve is required on the vent tube, make sure new cells have a rollover value on the vent tube.
- c. Must be installed in the center of the trunk. (i.e. no offset and must be equipped with a steel firewall between driver and tank).
- d. Max size of fuel cells is 16 gallons
- e. Must be accessible for inspection to look for added weight
- C. Mechanical fuel pumps only.
- D. Pump gasoline only. Fuel may be checked with a gravity gauge.
- E. *No racing fuel.*
- F. *No ratchet straps allowed.*
- G. *No tie downs.*
- H. *No wood blocks for mounting purposes.*
- I. *No multi-valve mechanical pumps.*
- J. *No aftermarket electrical fuel pumps.*

Mirrors	<i>A. No mirrors are allowed.</i>
Roll Cage	A. Mandatory of a minimum six (6) point roll cage, consisting of a main hoop, two (2) rear bars, and two (2) forward door bars. B. Roll cage must be welded to the frame. C. Tubing must be a minimum of 1 3/4" diameter with 0.95 wall thickness or better. D. The roll cage will be highly teched.
Steering Wheel	A. Stock steering column.
Suspension	A. The suspension must work as originally designed. B. Rear steer allowed. C. All cars must sit level with unaltered symmetrical suspension components for that vehicle. a. Struts/sprints must match side to side.

	i. Both fronts have to match coil to coil, free height, & wire diameter ii. Both rears have to match coil to coil, free height, & wire diameter b. OEM strut/spring for your vehicle allowed. D. Unmodified direct bolt on right rear hub assembly is allowed. <i>E. No pinching of shocks to stop travel.</i> <i>F. No spring jacks.</i> <i>G. No aftermarket strut bars.</i> <i>H. No aftermarket bump stop or spring rubbers</i> <i>I. No coil overs.</i> <i>J. No lowering kits.</i> <i>K. No adjustable suspension.</i>
Transmission	A. Stock automatic and manual transmission only. a. Must include all forward and reverse gears operational. b. Locked transmissions are allowed.
Wheels & Tires	A. Radial tires ONLY B. Racing wheels are allowed with a limit of a 4" backspace. C. Stock wheel nuts: a. 1" inch permissible. D. S10/Ford Ranger truck rims allowed; no other truck rims allowed. E. Tire variance permitted: a. All rims must be the same size. b. Three (3) tires must be exactly the same. c. One (1) tire may vary, but rim size must remain consistent. F. Wheels must be painted white or chrome. G. Fluorescent colors must be approved by the Tech Staff. H. It is strongly recommended to mark or highlight the tire size designation on tires to speed up the technical inspection process. <i>I. No snow tires.</i> <i>J. No pipes welded over tire valve stems.</i> <i>K. No Goodyear LT Wrangler Tires.</i> <i>L. No LT or AT Tires.</i> <i>M. No mixing rim sizes.</i>
Windshield	A. Windshields are required. B. If a windshield is damaged beyond repair, it can be replaced with a windscreen with the following conditions: a. A roll cage is installed in the car. b. A minimum of 3 bars must be installed in front of the driver. c. The screen must be .090 in thickness. d. The screen must go from A-pillar to A-pillar. e. Drivers must wear a full-face helmet with a shield. f. Gloves are to be worn at all times. <i>C. No motocross helmet, no open-face helmet, or snowmobile helmet.</i>

Race Lineups & Placements:

- All race lineups will be determined by Qualifying Results, slowest to fastest.
- The first heat and first feature will be the fastest qualifiers.
- In all feature events, the last week's (LW) winner(s) will start in the rear, *regardless of qualifying time*.
- The trophy dash will be an inverted race of the top six (6) qualifiers in the featured class.

Trophy Dash	
6	5
4	3
2	1

Heat 1 (Fastest)		Feature 1 (Fastest)	
10	9	8	7
8	7	1	2
6	5	3	4
4	3	5	6
2	1	2nd (LW)	1st (LW)

25 Lap Feature (fastest 25 cars)		10-15 Lap Feature (remaining cars)	
25	24	35	34
23	22	33	32
21	20	31	30
19	18	29	28
17	16 ...	27	26
2nd (LW)	1st (LW)	2nd (LW)	1st (LW)

The number of cars in each race depends on the number of cars that qualified. These charts are examples.



2026 Sycamore Speedway Compact Rulebook

Order of Events:

The following order of events is tentative and is subject to change.

Event	Time / Number of Laps
Pit Gates Open	5:00 PM
Drivers' Meeting	6:15 PM
Pack Track & Qualifying	6:30 PM
Opening Ceremonies*	7:45 PM
Races to Follow – Race Order:	
Trophy Dash (25 Lapper Class)	6 Laps
Heats	F: 8 Laps / 2+: 6 Laps
Featured Class — 25 Lap Feature	25 Laps
Featured Class (Additional Features*)	15 Laps (if necessary)
Demolition Derby / 1 on 1 / Figure 8	
Features (Non-25 Lap Class)	F: 10 Laps / 2+: 8 Laps

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