



## 2023 Structural Buildings WISSOTA Late Model Challenge Series

### Policies and Procedures

#### GENERAL

1. All drivers must present their current WISSOTA Late Model license at the first series event they attend. If you are unable to produce your license, you must buy a temporary license until it is verified that you have a current license. Once verified, your temp license fee will be returned to you.
2. All drivers must have the required WISSOTA stickers on their car in the correct location, size and color for the entire event in order to receive payment. This includes any special series sponsor stickers.
3. If required, any series driver that is in attendance, regardless of how many shows they have competed in, will attend autograph sessions.
4. Any incidents including, but not limited to, fighting, rough driving, unsportsmanlike conduct etx will result in disqualification and no pay or points for that event.
5. Do NOT get out of your car on the track unless instructed to by a track, series or safety person. Once you get out of your car, you are not able to continue in that event.
6. All restarts will be double file Delaware style restarts unless track conditions warrant a change at which point the Series Director will make that decision. The leader of the race will restart in a row by themselves with the second-place driver choosing inside or outside of the second row. The third-place driver will go opposite the choice of the second-place driver. The fourth-place driver will always restart to the inside of the next row with everyone else following suit, opposite the driver in front of them.

7. Current WISSOTA Late Model tire rules will apply. Series Director reserves the right to mandate a specific event tire rule if deemed necessary. 8. Top 5 finishers in all races must scale.

9. Drivers are allowed to go to the designated work area at any time in any race. Drivers may return to the track at the tail of field as long as the race has not restarted. No guaranteed time will be given. Drivers more than one lap down will not be allowed back onto the racing surface. If you leave the racing surface and go anywhere other than the designated work area, you will not be allowed back onto the track.

10. If you receive the blue flag, hold your line. Do not race the leaders.

11. RACEceivers and LITEceivers will be mandatory at all series events.

### **DRAW PROCEDURE**

1. All drivers will register at the Challenge Series command center and draw on the Challenge Series laptop on MyRacePass upon arrival at the track. 2. No number will be drawn for any driver until their car is at the track (Series Director Discretion).

3. No number will be drawn after the set cut-off time. Any driver arriving after the set cut-off time will be added to the tail of a heat race and receive only finishing points (not passing points).

4. A new #1 pill will be drawn at the pit meeting to set the heat race lineups.

### **QUALIFYING**

1. Drivers will qualify via passing point out of heat races.

a. Drivers receive points for their finishing position as follows: 1ST=59  
2ND=55.5 3RD=52 4TH=48.5 5TH=45 6TH=41.5 7TH=38 8TH=34.5  
9TH=31 10TH=27.5 11TH=24 12TH=20.5 13TH=17 14TH=13.5

b. Each driver will receive the above finishing points plus 2.25 points for every position advanced.

c. The sum of the finishing points and the accumulated points for every position advanced will be the total passing points for each competitor. d. The driver with the highest total of accumulated points is the top qualifier.

e. Points will be accumulated from original posted lineup. If a driver scratches, drivers starting behind them will automatically advance a position.

f. If a driver misses their heat race, they will NOT be allowed to race in another heat and will start at the tail of a b-main (of the feature if there

are no b-mains).

- g. In the event of a tie in passing points, the tie breaker will be the lowest pill number drawn at registration.
- h. The top 16 in passing points will automatically transfer to the feature.
- i. The top 8 in passing points will redraw for feature starting positions.

## 2. # of Cars in heats

- 1-9 = 1 heat
- 10-20 = 2 heats
- 21-30 = 3 heats
- 31-40 = 4 heats
- 41-50 = 5 heats
- 51-60 = 6 heats
- 61-70 = 7 heats
- 71-80 = 8 heats
- 81-90 = 9 heats
- 100+ = 10 heats

3. All heat races will be ten laps in distance.

## **B-MAINS AND FEATURES**

1. B-mains will be lined up via passing point. The number of b-mains will be determined by the number of cars at each event.

- # of Cars for B-Mains
- 26 or fewer cars (No B-main)
- 27-35 cars (1 B, top 4 to A)
- 36-48 cars (2 B's, top 3 to A)
- 49+ cars (3 B's, top 2 to A)

All B-mains will be 15 laps in distance.

2. The feature event will start the 22 qualifiers and up to two Challenge Series SERVPRO Stars of the Series and 1 WISSOTA Challenge Series points provisional for a total of 25 cars. Promoter and Series Director together may agree to run more cars to eliminate a b-main. In this case, all cars starting the feature will be paid the posted feature pay.

## **PROVISIONALS**

1. There is no limit on the number of provisionals for the season.
2. The first event will be based on the previous year final series point standings.
3. After the first event, the provisionals will be based on the current point standings.
4. To use a provisional, a driver must either start a heat race or b-main.
5. To be eligible for a provisional, a driver must use the car they attempted to qualify. No back up cars are allowed.
6. Promoters have the choice to add a Promoters Choice provisional. If this is done, that driver will not receive series feature points.
7. If there are 26 cars in attendance, all 26 will start the feature. Once there are 27 cars in attendance, a b-main will be run and only 25 will start the feature unless the Promoter and Series Director agree to start additional cars.
8. If a car scratches or drops out of any race, the lineup will be relined by criss crossing.
9. If there is a caution on the final lap of any race, the race will be restarted with 1 lap to go, displaying the green and white flag together and then the checkered on the next lap. Once the leader takes the checkered flag, the race is complete.
10. Lapped cars will be sent to the tail when a caution comes out and will remain lapped unless they are able to unlap themselves by re-passing the leader.

## **JUMPING STARTS**

1. On an original start, the front row must fire together once they get to the starting point. Once the front row fires, all competitors may fire. If someone jumps an original start, the caution will be thrown and the offender will be docked one row with the drivers in front of them criss crossed for the restart.
2. On a Delaware restart, the leader will fire once they get to the starting point. Once the leader fires, all competitors may fire. If someone jumps a Delaware restart, the caution will not be displayed and the offender will be docked 2 spots at the next caution or at the end of the race, whichever comes next.

## **EVENT DETAILS**

1. During the 4-wide parade lap, the drivers in the 7<sup>th</sup> row will move forward with drivers in the rows behind following suit.
2. The top 3 feature finishes will scale then bring their cars to the front stretch for

victory lane celebration.

3. All feature races will be 40 laps in distance unless otherwise designated by the Series Director.
4. Drivers must attend 90% of the completed shows to qualify for the series point fund.
5. Series points will be calculated the same was as the WISSOTA National Points are calculated.
6. Point fund will be paid to the top 10 drivers meeting the required number of events.
7. Drivers will be allowed to throw out their lowest point show. A 'no-show' will count as your lowest point show.

**ALL WISSOTA RULES WILL APPLY WITH THE ADDITIONS OF THE ONES LISTED ABOVE.**